SAM4S

Series SER-6500II/6540II

Operator's Manual

All specifications are subject to change without notice.

OM-SER6500/6540 Version 2.0

CRS, Inc.
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Revision 2.0 - April 1, 2005

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ATTENTION

The product that you have purchased may contain a battery that may be recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of the battery into the municipal waste system.

Check with your local solid waste officials for details concerning recycling options or proper disposal.

Contents

Introduction

About the Samsung SER-6500II Series

Congratulations on choosing the Samsung SER-6500II Series Electronic Cash Register! With this manual we provide you with a means to program this register so that your customer may use it to its fullest potential.

The Samsung SER-6500II Series machines are general purpose Electronic Cash Registers which allow many different configurations. This manual has been written with these different configurations in mind. Examples of two different keyboard styles are shown in the keyboard section of this manual. Your keyboard arrangement may differ.

The Samsung SER-6500II/6540II also features Inter-Register Communications (IRC), allowing up to 16 registers to share programmed information and consolidate report data. SER-6500IIs and SER-6540IIs may belong to the same IRC system. Since the same EPROM is used for both models, register type is transparent.

IRC may also be used to transfer programming from one machine to another in the same system, requiring only a single register to be fully programmed. Once established, changes to PLU programming performed at any register in the system will automatically be downloaded to all other registers in the system.

If you have questions concerning the configuration of the SER-6500II, contact your Samsung Dealer.

Using This Manual

This manual is divided into four separate sections:

- This section, the **Overview**, discusses the features available on the Samsung SER-6500II and SER-6540II.
- The **Operator's Section**, which guides the user through the basic operation of the SER-6500II/6540II, from changing paper and print ribbons, to the use of function keys.
- The **Manager's section**, which shows manager controlled functions, along with reports and balancing information.
- The **Programming section**, which explains NLU/PLU programming (changing assigned key positions, prices, HALOs, and descriptors), Clerk/Cashier programming, and Receipt/Journal control programming.

Notes on individual features are found at the end of each section.

Features and Options

The Samsung SER-6500II/6540II ECR features a high-speed alpha-numeric printer, a two-line Alpha-numeric display, and inter-register communications capabilities. The Samsung SER-6500II series includes two models: the SER-6500II which features a 160 position flat keyboard, and the SER-6540II which uses a standard 90 position raised keyboard. Program features for these two models are identical, unless otherwise noted. The only difference between the two is the greater number of keyboard positions available on the SER-6500II.

Standard Features

- Inter-Register Communications (IRC) for communications between up to 16 registers.
- 2 RS-232C serial ports (DB-9) programmable to interface with :
  - Scale
  - Kitchen Video
  - Serial printer (guest check, kitchen printer)
  - Coin Changer
  - Scanner
  - Pole display
  - PC interface
  - Liquor Systems
- 2-station (receipt and journal) Dot-Matrix printer with single line validation
- Cash drawer with 5 bill and 5 coin compartments
- Two line front display (Alpha over numeric) with single line numeric rear pop up standard
- Programmable Keyboard with up to 25 PLUs accessible from one keyboard position
- 40 programmable Macro keys
- 7-position control lock
- 24-hour real-time clock with automatic day and date change
- Employee Time keeping Features
- 4 Tax Rates with VAT tax capability; Each tax rate is programmable as a tax table look-up or straight percentage tax. Tax rate 4 may be programmed as Canadian GST.
- Food Stamp Capability
- 8 Charge totals using a single Code entry key, or individual charge keys.
- Promo and Waste functions
- Expandable to 99 clerks/cashiers with added memory
- Expandable to over 19,000 PLUs with added memory
- 99 programmable groups for detailed reporting

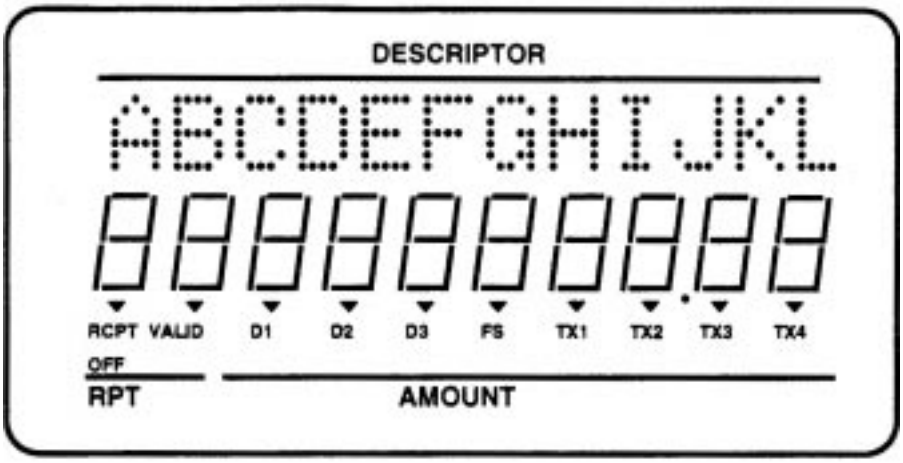
- 10 % (percentage) keys with programmable tax status for item or sale percent discounts or surcharges, and/or item or sale Coupons (preset or manual amount entry)
- Guest Check Tracking (hard or soft check)
- Add Check key feature (Tray Subtotal function)
- Received on Account & Paid Out
- Merchandise Return
- Error Correct - (Item immediately previous)
- Void - (Any previous item within a sale)
- Transaction Void Operations - (Void of entire sale after finalization)
- Cancel Feature - Clears transaction (Void of entire sale before finalization)
- Decimal (fractional) Multiplication of PLU entries
- Compulsory Scale entry for PLUs
- 2 Foreign Currency Conversion keys
- Check and Cash tender keys
- Post Tendering Feature
- 6 line programmable message on receipts (4 line pre-amble, 2 line post-amble)
- Receipt on request (the SER-6500II/6540II will buffer a full receipt of up to 80 item entries)
- Programmable System Options
- Management X and Z reports

Optional Features

- Optional two-port I/O board for communications ports 3 and 4.
- 512 K-bytes of standard RAM, expandable to 2048 K-bytes RAM.

Display

The Samsung SER-6500II comes with a two line (twelve digit alpha over ten digit numeric) front display standard.



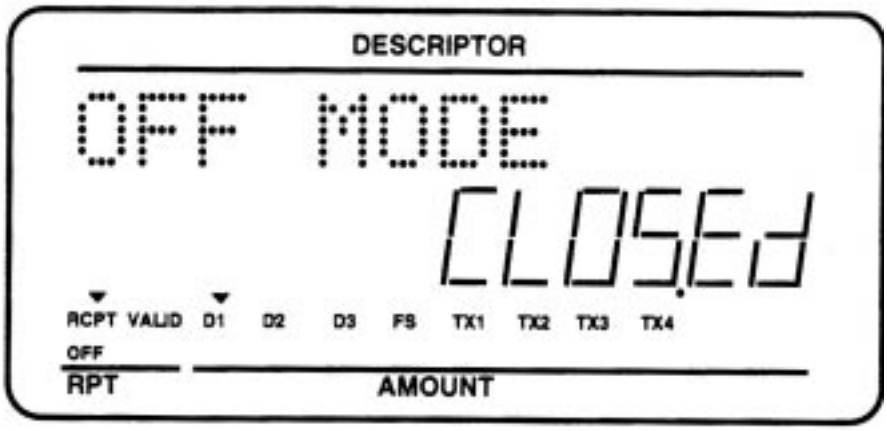
Silk screened on the display window are:

- The **RPT** symbol designates the area the counter appears when multiple entries are made to the same item key.
- The **AMOUNT** area is reserved for the price field.
- The **DESCRIPTOR** symbol defines the alpha descriptor display area
- **RCPT OFF** is illuminated when the receipt has been programmed off.
- **VALID** requires the validation of a form. This symbol lights when the form is properly aligned, covering the activated sensors in the printer.
- **D1, D2,** and **D3** indicate which cash drawer the current cashier is assigned to. Cashiers are assigned a drawer in
- P-Mode programming, and may only open their designated cash drawer.
- **FS, TX1, TX2, TX3,** and **TX4** designate the applicable tax and Food Stamp eligibility, and are illuminated appropriately for each PLU registered and displayed.

The front display features a second line of up to twelve alpha characters. These descriptors help the operator by supplying additional information while operating the register, and may be accompanied by an error tone.

Special Messages Displayed

When all cashiers are signed off, the alpha-numeric display will read CLOSED while the keylock is in the REG position. The illustration below shows the message displayed when the keylock is turned to the "OFF" position. Each of the other keylock positions also show in the alpha portion of the display.



Error Messages

The Samsung SER-6500II/6540II displays many different error messages. Many messages are self explanatory, and are displayed in order for the operator to correct the error. Some prompt the operator to complete a procedure before continuing (inserting a slip for validation is one example). Others simply identify illegal key sequences, which may be corrected by re-entering the key sequence correctly.

Many of the display prompts and error displays may be custom programmed. The following list provides the default message programmed, and a brief description of the procedures which cause the message to be displayed.

Message	Description
BUFF. FULL	The buffer for soft check, hard check, or buffered receipt has reached capacity. For hard checks, the operator must press the SERVICE key to print the items and clear the buffer. The operator must then pick up the previous balance again in order to continue. In a soft check environment, this message will appear when the check has reached capacity (maximum lines stored). The register will maintain the correct ballance, but does not print additional items and will give the BUFF. FULL error after each additional item.
AMOUNT REQ!	This operation requires an amount entry.
NO PLU!	The number entered is not a valid PLU. This message will also appear if an NLU number "built" using size and modifier keys recalls an invalid PLU number.
HALO OVER!	The amount entered exceeds the programmed HALO.
INACTIVE!	The keyspace pressed is inactive. This message also appears if VOID Mode has been disabled.
F-STAT ERR	Function key status being entered is illegal (P-Mode).
REQ GAL AMT	This entry involves a gallonage PLU, and requires an amount entry.
NEGATIVE	This sale has gone negative. The register has been programmed to not allow negative sales.
REQ COND!	This PLU has been programmed to require a condiment entry.
NOT PGMMED!	This key has not been programmed
OVERRIDE X	The key lock has to be moved to the X-Mode position in order to override a HALO amount, or other restriction.

Message	Description
NO OVERRIDE	X-Mode override is not allowed.
NO MANUAL	Manual entry is not allowed (scale function).
SYS-OPN ERR	Appears when attempting to access a check and the register holding check track data is not properly identified.
OPEN DRAWER	The register has been programmed not to operate with the cash drawer open.
BAD LINK	Linked PLU is not found, or number of linked PLUs is over 20 (maximum).
SINGLE ITEM!	This PLU has been programmed as a single item PLU and can not be used within a sale.
SCALE FAIL!	The register is not able to communicate with the scale.
REQ NONADD#	This operation requires the entry of a Non-Add number.
ZERO AMT	The register has been programmed to not allow negative sales, and to consider a zero amount as a negative sale.
ADDCHK REQ!	This prompt appears while in an ADD CHECK transaction. The operator must first press the ADD CHECK key before pressing any tender keys.
R/A REQ!	The operator is in the middle of a received on account operation, which requires a final depression of the R/A key to finalize the operation.
P/O REQ!	The operator is in the middle of a paid out operation, which requires a final depression of the P/O key to finalize the operation.
VALID REQ!	This operation requires validation.
REQ EAT-IN!	This operation requires a depression of either the EAT-IN, TAKE-OUT, or DRIVE-THRU keys.
SCALE REQ!	This item requires a quantity entry (weight) via the SCALE key. Weight may be entered either manually or automatically.
K-PRN FAIL	The kitchen printer has failed to respond. Printing has been re-routed to the designated back-up printer.
SEQ.ERROR!	The preceding key sequence is not allowed.
REQ TARE#	This PLU/scale item requires a tare weight entry.
C-I-D OVER	The programmed Cash-In-Drawer limit has been exceeded.
SUBTOTAL REQ	The SUBTOTAL key must be pressed before continuing.
CHECK# AUTO	The operator has attempted to open a new guest check by assigning a check number. The register has been programmed to generate its own check numbers.
ENTER TABLE#	Table number entry is required to open a guest check, or begin sale.

Message	Description
ENTER GUEST#	The operator must enter the number of guests when opening a guest check, or beginning a sale.
NOT DISCNT	The preceding entry is not discountable.
WRONG CLERK	The clerk attempting to open this guest check is not the original clerk who started the guest check. Also appears when attempting to sign on a new clerk without first signing the current clerk off.
NO DATA	PLU can not be found.
NO CHECK #	Can not find this guest check number.
MGR MODE!	This operation requires the keylock to be turned to the X position.
CHANGE BACK	R/A tender enrty error. Enter an amount and press a tender key to end the R/A operation.
IN USE!	This guest check number is already open elsewhere in the system.
OFF LINE!	IRC communications have gone off line.
NOT READY!	Remote printer is not ready.
SYSTEM ERR	Normal error.
RANGE OVER	The number entered is out of range.
E MODE	The keylock is in the wrong position.
BAD FLOW	The operator has used an illegal key sequence.
BAD VALUE	The number entered is wrong.
DUPLICATE!	This check already exists. May also apply to secret code programming.
SIGN ON REQ!	Clerk is required to sign-on.
PAPER END	The guest check printer has reached the end of the form, or the Receipt/Journal paper is at, or near, the end of its roll.
MEMORY FULL	Memory is full.
BAD FUNC	Function key number is wrong (S-Mode).
BUSY	Destination register is busy (pre-poll memory is in use). Requires a clear command (18 – SBTL in Z-mode) from the PC or register.
NOT ZERO	Displayed when trying to delete a PLU which still has sales counts and amounts. PLU must first be reset in Z-Mode.
NO DRAWER!	The clerk/cashier currently signed on is not assigned to a drawer, and is not allowed to perform cash sales, or drawer is no longer attached and is required in order to continue.
NO PAPER	Slip printer is out of paper.
WASTE REQ!	The operator is in the middle of a waste operation, and must press the WASTE key in order to complete the operation.

Message	Description
P/BAL REQ!	This register has been programmed to require a previous balance entry.
CHECK# REQ!	This register has been programmed to allow check number entry to begin a guest check transaction. An existing guest check must be recalled, or a new one started.
REMOV PAPER	Validation is complete and the form must now be removed.
CASH DEC REQ	Cash declaration has been programmed as compulsory, and must first be performed before reports may be generated.
CRC ERR	An error has occurred in the block check sum while transferring data in IRC mode.
ERR JAM	Receipt / journal printer jammed message.
ERROR	General error message.

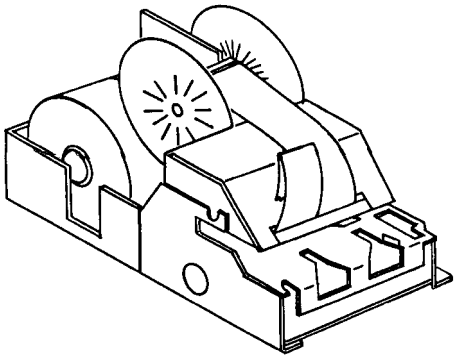
Printer

In the event of a printer failure, the ERR JAM message will be displayed.

A majority of printer failures are due to paper jams, which can easily be remedied by removing both the receipt and journal tapes and clearing obstruction from the print head. Worn out and frayed printer ribbons may also jam printers. It is suggested that the printer ribbon be changed as soon as the prints becomes faint in order to prevent frayed ribbons from causing printer failures.

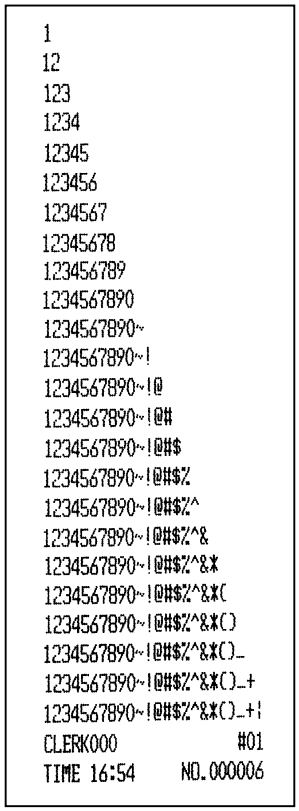
Model: Samsung ERP-400

- Receipt and journal stations.
- Print speed: 3.0 lines per second
- Columns: 24 per station.
- Single line validation
- Character Size: 7 x 9 dots
- Paper size: 44mm width.
- Tear off for receipt.
- Logo stamp:

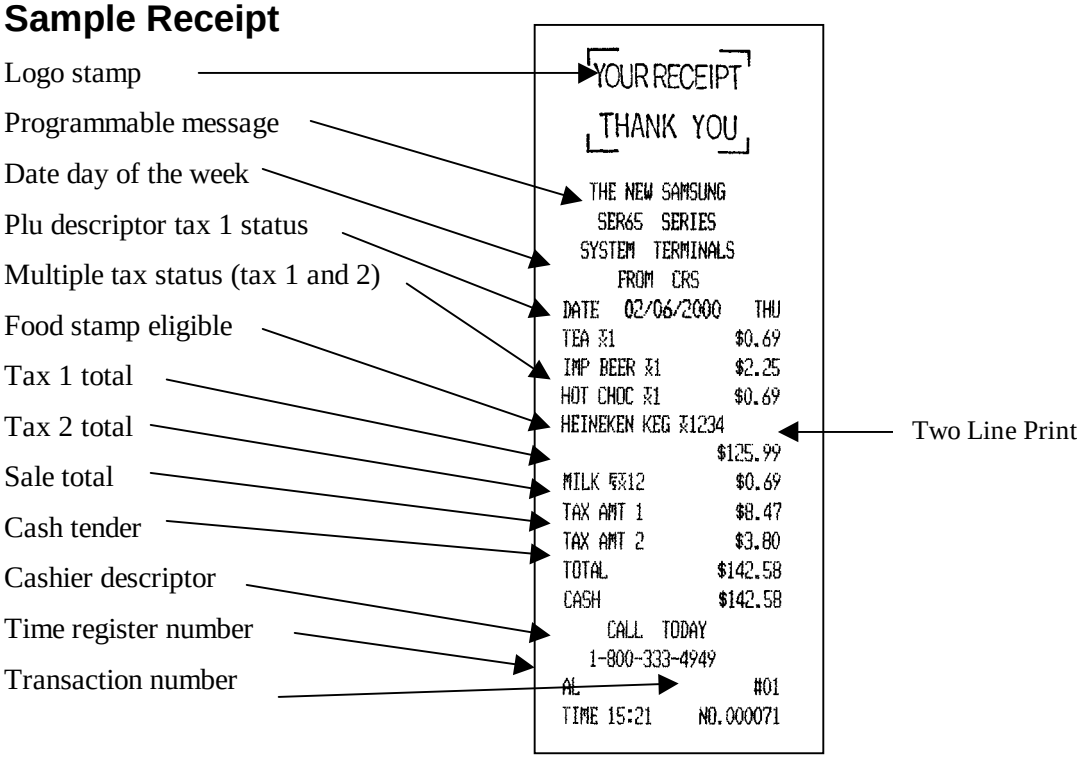


Logo Stamp

Character Chart



Sample Receipt



Two-Line Print Conditions

The Samsung ERP-400 printer allows single line numeric fields of up to nine digits, along with programmable PLU descriptors of up to twelve characters. For this reason, provisions for printing sales where the combination of descriptor and amount is greater than 24 characters have been made.

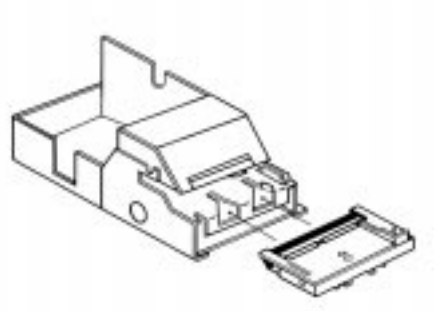
Item descriptors are separated from amounts by at least one blank space. If the descriptor used is a full twelve characters, and more than one tax rate is applied, all item entries may require two lines, with the amount on the second line. See the example above.

Changing Paper & Print Ribbon

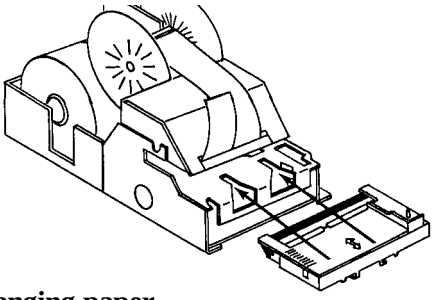
Changing/Installing the Printer Ribbon Cartridge

The Samsung SER-6500II/6540II receipt/journal printer uses a replaceable ink ribbon cartridge. This cartridge must be in place (as well as the logo stamp) when changing the receipt and journal paper, or the paper will not feed properly through the printer. Once installed, if print becomes faint, the ink ribbon must be replaced.

To Replace the Ink Ribbon



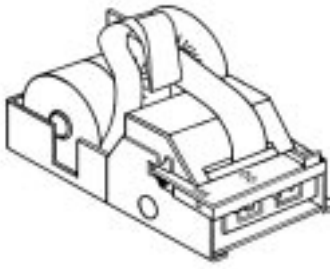
1. Remove the printer cover and locate the ink ribbon cartridge as shown in the illustration.
2. Apply downward pressure to the cartridge while pulling it towards you using the serrated area on the left edge and the raised tab near the knob on the right. Lift to remove.
3. Insert the new ink ribbon cartridge and press firmly into place. Remove any slack in the ribbon by rotating he cartridge knob counter-clockwise.



Loading the Receipt Printer:

*** Ribbon and logo stamp must be in place when changing paper.**

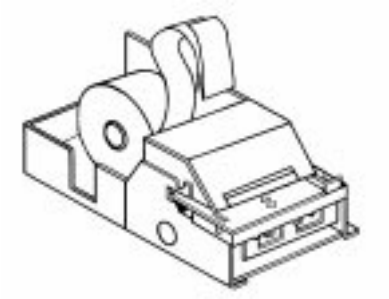
1. Place the other roll of paper into the small tray on the left.
2. Make sure the paper unrolls from the bottom of the roll.
3. Fold back approximately 6" of paper and insert the folded end of the tape into the feed slot just in front of the paper tray at the rear of the printer.
4. Press the RECEIPT FEED switch until the paper comes through the printer. Continue to press the switch until 3 - 4 inches of paper are through the printer.
5. Replace the printer cover, making sure the receipt paper comes out through the opening in the printer cover.



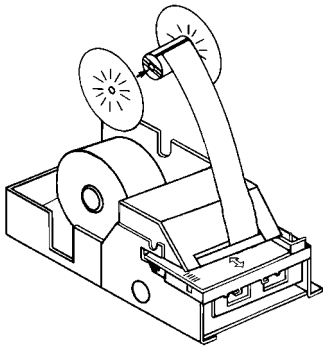
Initial Loading of the Detail Printer

*** Ribbon and logo stamp must be in place when changing paper.**

1. Locate and install ribbon cartridge (as instructed above).
2. Plug the cash registers power cord into properly grounded wall socket.
3. Place the key marked REG into the control lock and turn to the REG position.
4. Locate the printer cover key. The printer cover key is the smallest key on the key ring. Insert this key into the printer cover lock. Turn the key, and remove the printer cover.



5. Locate the 2 pieces for the rewind spindle.
6. As you face the keyboard, notice two plastic trays at the bottom of the cash register. Place one of the rolls of printer paper into the tray on the right. Make sure the paper will unwind from the bottom of the roll.

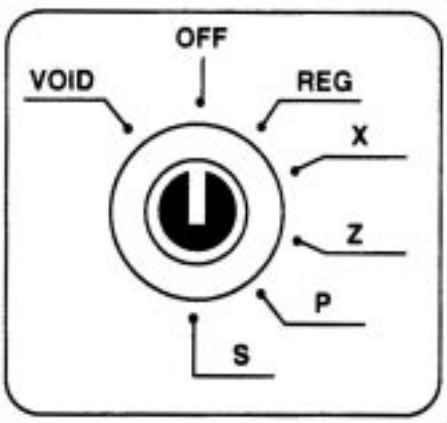


7. Fold back approximately 6" of paper and insert the folded end of the tape into the feed slot just in front of the paper tray at the rear of the printer.*
8. Press the DETAIL FEED key on the cash register keyboard until the edge of the paper feeds through the printer. Run 6 - 8 inches of paper through the printer.
9. Insert the end of the paper into the slot on the shaft of the rewind spindle, holding the spindle with the gear to the right and the shaft to the left. Wind the spindle several turns to be sure the paper will stay on the spindle. Press the end piece of the rewind spindle back onto the left end of the shaft.
10. Slide the axle of the rewind spindle (between the gear and the shaft) into the notch of the printer housing. Make sure the gear on the rewind spindle meshes with the gear on the printer.
11. Press the DETAIL FEED several more times to make sure the paper moves properly through the printer.

Keylock

The Keylock has 7 positions, with 5 keys. Each ECR is shipped with two full sets of keys.

Control Lock Access



All normal operations are performed with the control lock in the REG position. Refer to Manager Control Operations for instructions on performing operations in the X position (see page XXX).

Before performing any operations in Register Mode a cashier must be signed on. All entries following will report to that cashiers totals until another cashier is signed on. A cashier cannot be changed in the middle of a transaction. If the key position is changed, the current cashier will stay logged on.

To sign on a cashier, press the Cashier key (this is the default method).

Keys

Keys include:

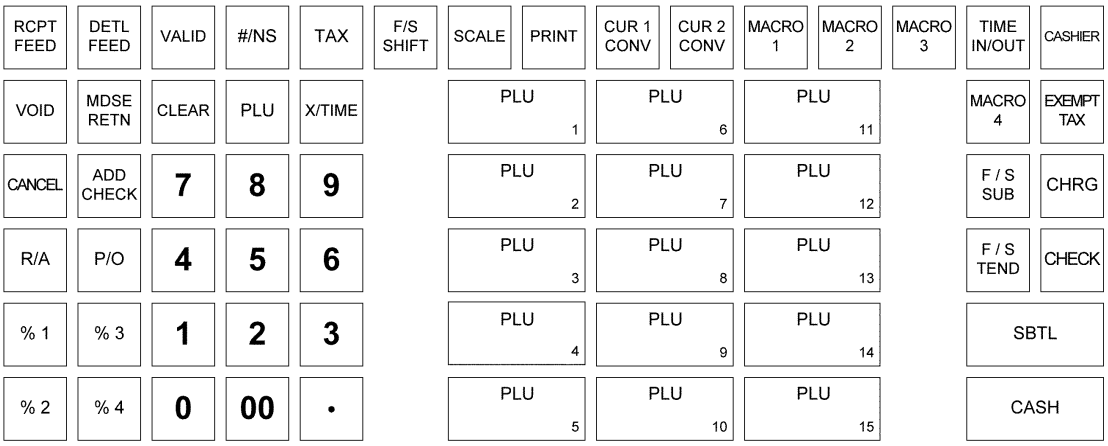
1. REG - travel from OFF to REG.
2. VOID - travel from X to VOID.
3. Z - travel from Z to VOID.
4. P - travel from P to VOID.
5. C - travel to all key positions.*

*The C key also travels to the S-Mode, or service position, at 6 o'clock on the keylock. S-Mode is reserved for dealer access. See the SER-6500II/6540II service manual for more information.

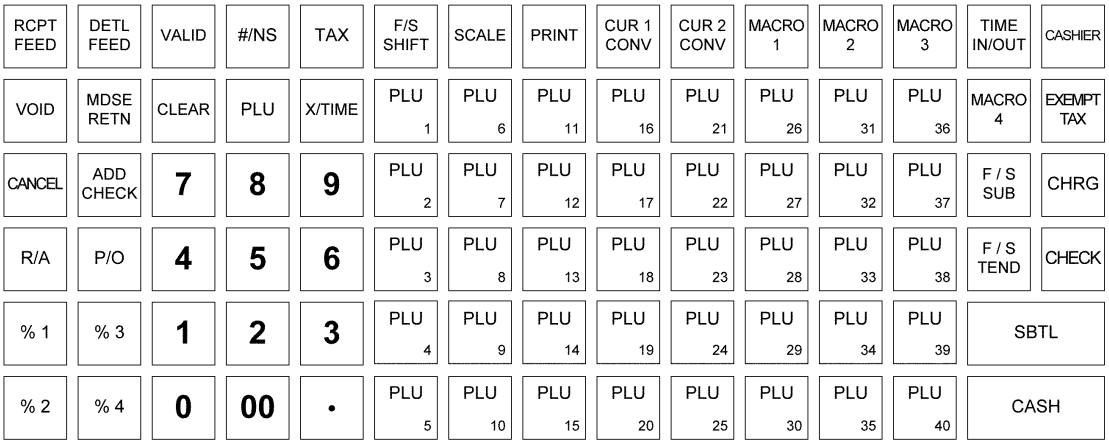
KEYS \ KEYLOCK POSITIONS							
	VOID	OFF	REG	X	Z	P	S
REG							
VOID							
Z							
P							
C							

Keyboards

The 90 position SER-6540II keyboard is shown below with standard fifteen Item Entry (NLU) keys. By pressing the NLU key, the operator registers the assigned PLU number. By default, PLU #1 is assigned to NLU 1, PLU #2 to NLU 2, and so on.



The SER-6540II keyboard shown below has been expanded, using the optional keyboard expansion kit.



Default keyboard programming for the SER-6540II follows the layout of the fifteen NLU keyboard configuration. NLU 1 calls PLU #1, NLU 2 calls PLU #2, and so on. NLU keys 1 - 15 must be reassigned and 16 - 40 added to the keyboard in S-Mode when using the optional keyboard expansion kit.

The 160 position SER-6500II keyboard is shown below with the default keyboard function key positions.

RCPT FEED	DETL FEED	VALID	PLU 28	PLU 38	PLU 48	PLU 58	PLU 68	PLU 78	PLU 88	MOD 1	SIZE 1	PRINT	SCALE	TIME IN/OUT	CASHIER
PLU 1	PLU 10	PLU 19	PLU 29	PLU 39	PLU 49	PLU 59	PLU 69	PLU 79	PLU 89	MOD 2	SIZE 2	CUR. 1 CONV.	CUR. 2 CONV.	EXEMPT TAX	F/STMP SUB
PLU 2	PLU 11	PLU 20	PLU 30	PLU 40	PLU 50	PLU 60	PLU 70	PLU 80	PLU 90	MOD 3	SIZE 3	R/A	P/O	MDSE RETN	F/STMP TEND
PLU 3	PLU 12	PLU 21	PLU 31	PLU 41	PLU 51	PLU 61	PLU 71	PLU 81	PLU 91	MOD 4	SIZE 4	F/STMP SHIFT	CANCEL	VOID	EAT IN
PLU 4	PLU 13	PLU 22	PLU 32	PLU 42	PLU 52	PLU 62	PLU 72	PLU 82	PLU 92	MOD 5	SIZE 5	TAX	# N/S	ADD CHECK	TAKE OUT
PLU 5	PLU 14	PLU 23	PLU 33	PLU 43	PLU 53	PLU 63	PLU 73	PLU 83	PLU 93	MACRO 1	% 1	CLEAR	PLU	X/TIME	DRIVE THRU
PLU 6	PLU 15	PLU 24	PLU 34	PLU 44	PLU 54	PLU 64	PLU 74	PLU 84	PLU 94	MACRO 2	% 2	7	8	9	CHRG
PLU 7	PLU 16	PLU 25	PLU 35	PLU 45	PLU 55	PLU 65	PLU 75	PLU 85	PLU 95	MACRO 3	% 3	4	5	6	CHECK
PLU 8	PLU 17	PLU 26	PLU 36	PLU 46	PLU 56	PLU 66	PLU 76	PLU 86	PLU 96	MACRO 4	% 4	1	2	3	SBTL
PLU 9	PLU 18	PLU 27	PLU 37	PLU 47	PLU 57	PLU 67	PLU 77	PLU 87	PLU 97	MACRO 5	% 5	0	00	•	CASH

With the alpha keyboard overlay in place, the flat keyboard on the SER-6500II also serves as an entry device for programming descriptors. Alpha characters are shown below:

RCPT FEED	DETL FEED	VALID													
!	@	#	$	%	^	&	*	(	)	–	+	”			
Q	W	E	R	T	Y	U	I	O	P	<	>				
A	S	D	F	G	H	J	K	L	;	’	?	CLEAR	PLU	X/TIME	
Z	X	C	V	B	N	M	,	.	/	:	=	7	8	9	
CAPS		SPACE	SPACE	SPACE	SPACE	SPACE	CAPS	DOUBLE	BACK SPACE			4	5	6	
												1	2	3	SBTL
												0	00		CASH

Operating Guide

Introduction

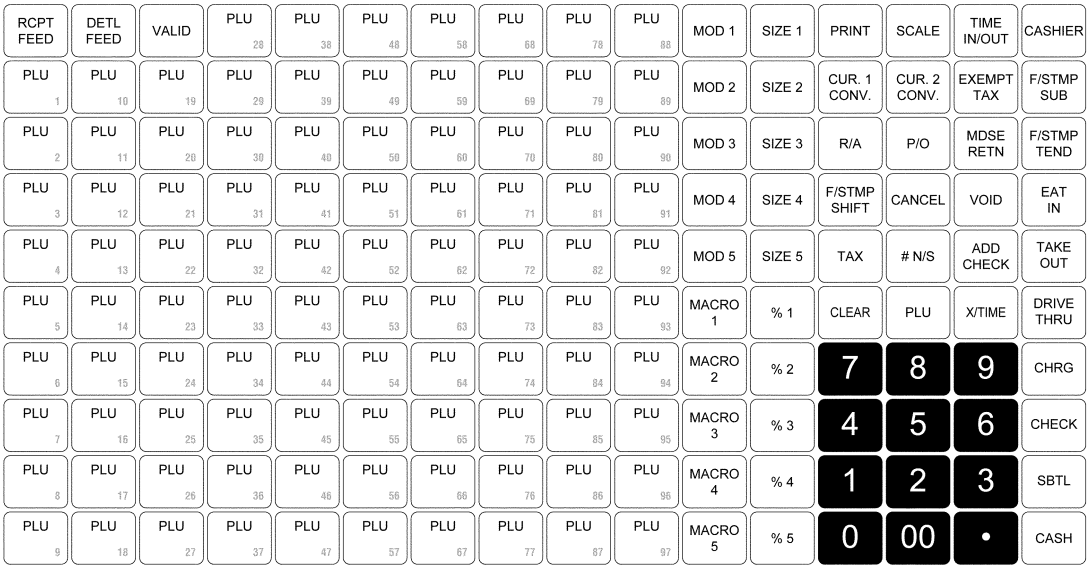
The operations section of this manual gives basic information about the functions performed by the register. Each of the register keys are explained, giving a general description of their operation.

Example operations are given for each function key showing the correct keystrokes and the resulting printer output. Since all machines differ in actual programming, the operation of some keys may require the keylock in the Management (X-Mode) position, while other keys may not exist on your keyboard. Space has been provided with each function key description for your dealer to note the customized descriptor (if different from default) along with any other special programming dealing with that function key.

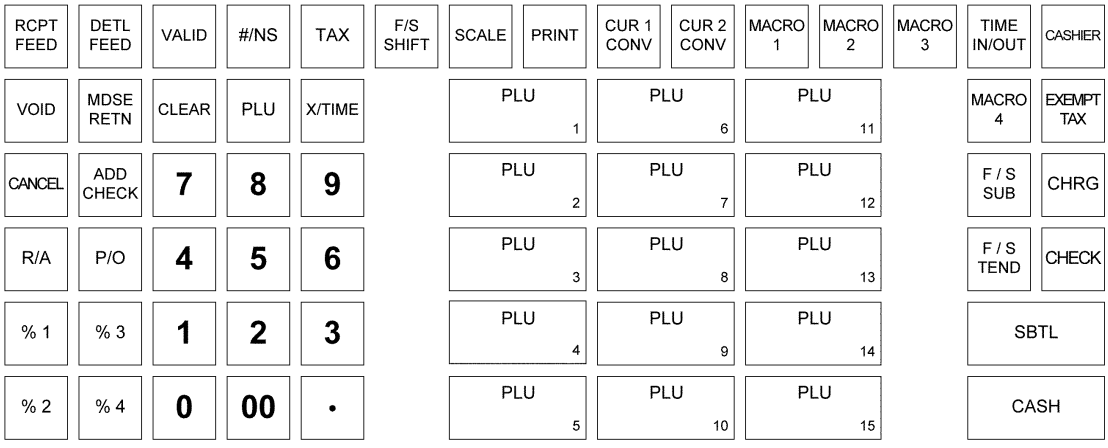
If you have questions concerning your keyboard set-up, please contact your authorized Samsung dealer.

Keyboards

Samsung SER-6500II



Samsung SER-6540II



Keyboard Legend

Please keep in mind that the descriptions of operations and functions in this manual are very general. The Samsung SER-6500 and SER-6540 are highly customizable in the way any single function key works, as well as the descriptor that prints on your receipt. Space has been provided for your dealer to note any customized function key descriptors and restrictions in keylock positions (Manager Mode), validation, or amounts.

ADD CHECK — Used to combine individual customers orders so that they may be tendered together. Each Add Check entry can advance the consecutive number. (NOT used to combine guest checks or tracking totals.)

CANCEL — The Cancel function allows the operator to abort the present incomplete transaction (of up to 80 item entries) without updating PLU or function key totals. The Cancel function may only be used prior to tendering. Once tendering begins, the Cancel function may no longer be used.

The only totals effected by cancel functions are those accumulated for the cancel function key itself, and cancel function totals accumulated for individual clerk reports.

Cancel operations attempted after more than eighty items have been entered, or after tendering has begun, will cause an error condition.

CASH TEND — Calculates sale total including tax, finalizes the sale, and opens the cash drawer. Change computation is allowed by entering an amount before depressing the CASH TEND key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale.

A second depression of the CASH TEND will issue a buffered receipt (up to 80 items).

CHECK — Used to register check sales. Change computation is allowed by entering an amount before depressing the CHECK key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change given will be subtracted from the cash-in-drawer total.

CHARGE (1-8) — Used to register charge sales. Finalizes the sale and opens the cash drawer. Charge keys can be individual touch keys or code entry.

CLEAR — Used to clear entries made on the 10 key numeric pad or X/TIME key before they are printed. Also used to clear error conditions.

CLERK/CASHIER -

All entries made on the register will report to one of the clerk totals. When a clerk key is signed on, all entries following will report to that clerk total until another clerk key is signed on. However, a clerk cannot be changed in the middle of a transaction. The register will not operate in register mode unless a clerk key has been signed on. Clerk sign-on methods are defined as part of System Option programming. This requires that a clerk key signed on one of three ways:

1 - Press a clerk key in the register mode.

2 - Enter the pre-programmed code, and press the CLERK key.

3 - Depress the clerk key to be signed on, enter the preprogrammed code and depress the clerk key again (also in the register mode).

To sign a clerk off, thereby displaying the CLOSEd message on the display, repeat the sign-on procedure. This effectively disables the register until a clerk key is signed on.

CURRENCY CONVERSION 1/2

The currency conversion function, allowed after subtotal, converts and re-displays the subtotal at a preprogrammed exchange rate. Tendering is allowed after using the currency conversion function. Change is calculated and issued in home currency. The amount of Foreign currency tendered is stored in a separate total on the financial report, but not added to the drawer total.

DETAIL FEED

Advances the journal paper one line, or continuously until the key is released.

DRIVE THRU

Designates the order as a Drive-Thru order (printed on receipt) and adjusts taxes accordingly.

EAT-IN

Designates the order as an Eat-In order (printed on receipt) and adjusts taxes accordingly.

F/S AMOUNT TEND -

Used to register Food Stamps as tender for eligible sales.

F/S SHIFT -

When depressed before a PLU number entry, the Food Stamp Shift key reverses the Food Stamp status of the PLU, i.e., an item with no Food Stamp eligibility would then become eligible

F/S SUBTTL

When depressed before the SUBTOTAL key, the amount of the sale that is Food Stamp eligible is displayed for finalization.

GALLONAGE PLUS -

Open-amount PLU entry keys which compute quantity sold by dividing amount entered by the programmed unit price.

00, 0-9

For all numeric entries in REG, X, Z, VOID, and P positions.

#/NO SALE

The #/NO SALE key is used as a non-add key, and prints up to a 14 digit numeric entry on the receipt and journal. This entry will not add to any sales totals. The #/NO SALE key is also used for No-Sale operations to simply open the cash drawer.

MACRO (1-40)	Macro keys may be programmed to record, and later perform, up to 50 keystrokes.
MDSE RETURN -	Used to return (refund or reverse) an entry from any item key. Will also return any tax which may have been applicable.
MODIFIER (1 - 5)	Modifiers work like level keys to change (modify) item entry keys. Modifier examples are: Deep Dish, Hand Tossed, and Thin & Crispy, all of which would precede 12" PIZZA. Each may have a different price.
PAID OUT	The PAID OUT key is used to record money taken from the register to pay invoices, etc., and will open the cash drawer. Subtracts from the cash-in-drawer total. Paid outs are allowed outside of a sale only.
% KEYS (1 - 10)	The percent keys are used for item discounts, surcharges, and sale discounts or surcharges. The percentage rate is programmable in each. The percent keys can also be programmed with a negative open or preset price, thus acting as coupon keys.
PLU	The PLU key is used to register coded (numbered) price look ups. PLUs can be programmed open or preset, and positive or negative.
PRINT	The PRINT key sends a specific item, or items, to a pre-designated printer for special attention. This option is designed for systems with kitchen printers, and will issue a separate receipt listing just the items affected. The print key can also be used to issue a receipt on an external printer.
X/TIME	Functions as a multiplication key or a split pricing key for PLU entries.
RECEIPT FEED	Advances the receipt paper one line, or continuously until the key is released.
R/A	RECEIVED ON ACCOUNT is used to record media loaned to the cash till, or payments made on accounts (outside of a sale), and will open the cash drawer. The amount received adds to the cash-in-drawer total.
SCALE	The SCALE key is used to make weight (quantity) entries. If a scale is attached, a depression of the SCALE key will show the weight in the display. Pressing an item entry key will then multiply the weight displayed by the preset price. PLUs may be programmed to require an entry through the SCALE key.
SIZE (1 - 5)	Size keys allow the operator to access five different items through a single key. By preceding a key labeled "COKE" with a size key (CHILD, SMALL, MED, LARGE, JUMBO) the operator can access five different price levels of coke.
SUBTOTAL	Displays subtotal of sale including tax. Must be pressed prior to a sale discount or surcharge. Must also be pressed before tendering guest checks.

TAX	When depressed before an item key, the tax shift key reverses the tax status of that item, i.e., an item with no tax status would then become taxable by Tax 1, Tax 2, or both taxes, depending on which number is entered before pressing the TAX key.
TAX EXEMPT	The TAX EXEMPT key is used to exempt Tax 1, Tax 2, Tax 3, and/or Tax 4 from the entire sale.
TAKE-OUT	Designates the order as a Take-Out order (printed on receipt) and adjusts taxes accordingly.
TIME IN/OUT	Used to clock employees in and out of the time keeping feature of the register. When using this option, total hours worked will print as part of register reports.
VALID	Depressing the VALID (validate) key after a PLU entry, received on account operation, paid out operation, % key entry, merchandise return operation, void operation, add check operation, or finalization on a tender key will print a one-line validation through the receipt/journal printer.
VOID	The VOID key is used for error correct operations, or to reverse a previous incorrect entry. Both the Error Correct and Void functions must be used inside of a sale, and will correct all totals which the incorrect entry affected. For void operations outside of a sale, the VOID position on the control lock is used. The financial report records totals for each void separately.

Other optional functions are available, but are not assigned to the default keyboard. For more information on these keys, please see the special sections for Drive-Thru and Table Service operations.

Clerk Sign-On / Sign-Off

Before any kind of transaction may take place, a clerk must be signed on. Clerk sign-on is accomplished in one of three ways:

Push Button Sign-On

Sign Clerk/Cashier On = [CASHIER] Sign Clerk/Cashier Off = [CASHIER]

To sign on a clerk, simply press the clerk key. To sign the clerk off, enter 0 (Zero) and press the clerk key again.

Secret Code Sign-On

[CASHIER] [1] [2] [3] [4] [5] [6] [7] [8] [9] [0] [CASHIER]

To sign on a clerk, press the clerk key followed by the clerk's secret sign-on entry code, and press the clerk key again. The initial depression of the CASHIER key prevents the code from appearing on the display as it is entered. To sign the clerk off, repeat the sign-on sequence.

Direct Sign-On

[1] [2] [3] [4] [5] [6] [7] [8] [9] [0] [CASHIER]

Direct sign-on allows a clerk/cashier to simply enter their code number and press the CASHIER key. The code number appears on the display as it is being entered.

Depending on how your machine has been programmed, sign-on will take place only at the beginning of a shift (Stay-down), or may have to be repeated for each transaction (Pop-up). If your machine has been programmed for Stay-down clerks, the clerk currently signed on must first be signed off before another clerk may be signed on (see clerk sign-off, above).

Check with your store manager to see which method applies to your register.

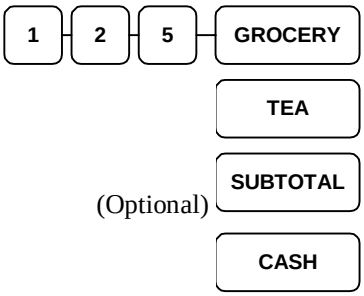
Item Entry

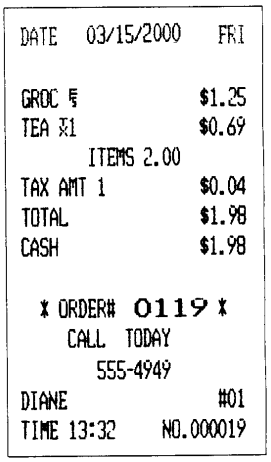
Sales are entered into the register by several methods:

- The simple depression of an item key (Number Look-Up or NLU) which has been programmed with a preset price;
- The entry of a price and the depression of an item key (Number Look-Up or NLU) programmed to accept an open amount;
- The entry of a PLU (Price Look-Up) code and the depression of the PLU key;
- Registering the price and PLU number by scanning a UPC code.

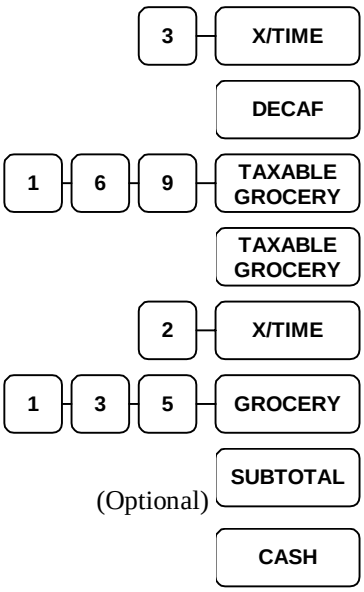
There are many variations to each of these methods, involving quantities, gallonage PLUs, split pricing, and single item PLUs. Each of these is touched upon in the following pages.

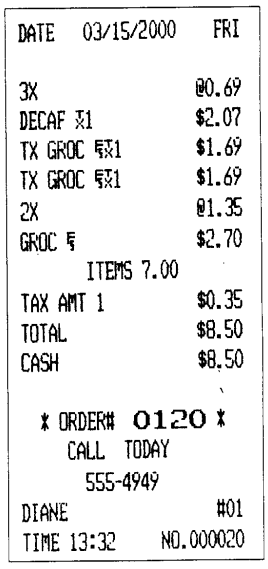
Single Preset Item Entry





Multiple Open Item Entry





Split Pricing

Used when items are priced "3 for a dollar" and the count is other than "3".

Non /Add # Entry

Used when items are priced "3 for a dollar" and the count is other than "3".

FROZEN

1 . 3 7 X/TIME FROZEN

5 5 0 8 2 # / NO SALE

(Optional) SUBTOTAL

CASH

```
DATE   03/15/2000    FRI

4/3FOR              @0.99
FROZ F              $1.32
1.370X              @1.29
MUSHROOMS X1        $1.77
NON-ADD NO.        #55082
      ITEMS 5.37
TAX AMT 1           $0.12
TOTAL               $3.21
CASH                $3.21

  * ORDER# 0121 *
    CALL TODAY
      555-4949
DIANE                #01
TIME 13:44      NO.000021
```

"Single Item" NLU/PLU

Common sales of single items may be entered through the use of a "single item" key. Newspapers or coffee to go are common examples. The sale is registered and closed to CASH with a single keystroke.

If a single item NLU/PLU key is depressed during a regular sale, it will behave as a regular preset, as long as it follows another item entry.

PAPER (NLU 5)

```
DATE   03/15/2000    FRI

MPLS PAPER-D        $0.35
      ITEMS 1.00
TOTAL               $0.35
CASH                $0.35

  * ORDER# 0126 *
    CALL TODAY
      555-4949
DIANE                #01
TIME 13:52      NO.000026
```

Gallonage Operation

Although gallonage PLUs are considered open, a per gallon price has been entered as part of programming. This price is carried out to three digits (e.g. 1.399).

Amounts into gallonage NLU/PLUs are processed differently than standard item entries. The register divides the dollar amount entered by the programmed price to arrive at the quantity dispensed.

For example, when a customer buys $10.00 worth of gasoline, the cashier will enter 1000 through the keyboard and press the gasoline (NLU 6) key. The register will calculate the quantity sold accordingly.

NLU/PLU 6 is non-taxable with a unit price of $1.399.

1 0 0 0 NO LEAD (NLU 6)

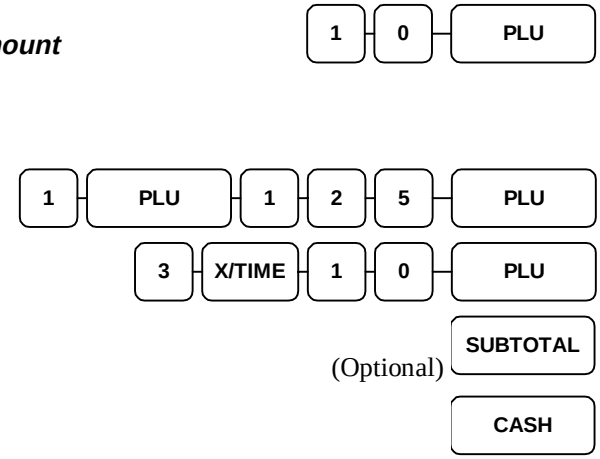
(Optional) SUBTOTAL

CASH

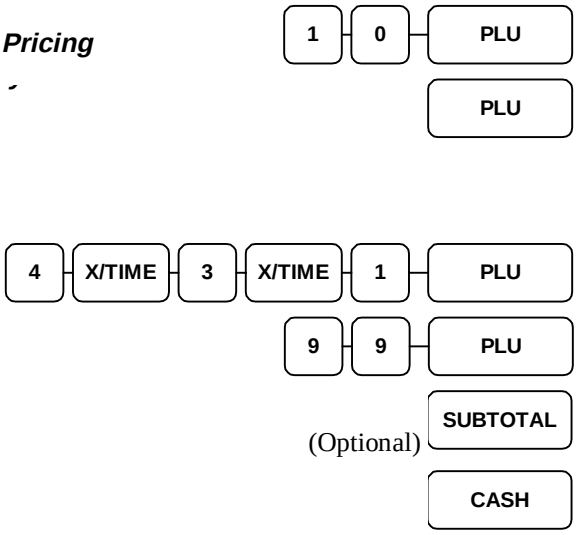
```
DATE   03/15/2000    FRI

GAS CNT             #8.34
GAS AMT             @1.199
PREM                $10.00
      ITEMS 1.00
TOTAL               $10.00
CASH                $10.00

  * ORDER# 0122 *
    CALL TODAY
      555-4949
DIANE                #01
TIME 13:45      NO.000022
```

PLU Key Entries

Multiple PLU Entry ***n Amount***



Code Entry Open PLU – Split Pricing



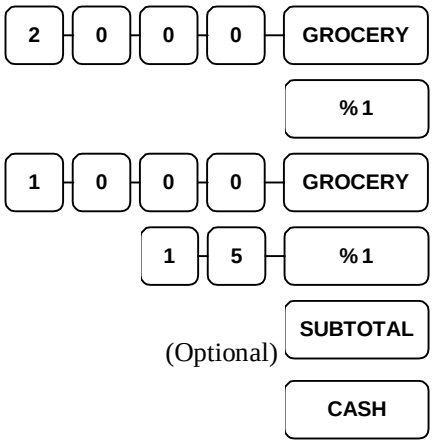
% Key Entries

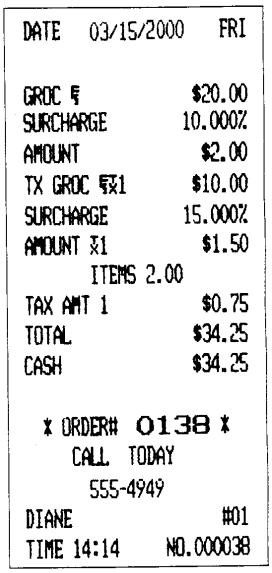
% (percentage) keys are made up of discount keys (both item and subtotal), surcharge keys (item and subtotal also), and coupon keys. Each of these types of % functions may be programmed to accept open amounts, or have been programmed with a preset amount or percentage. The preset amount or percentage may be overridable. Check with your store manager.

Percentage Discount/Surcharge on Item

%1 key programmed as preset 10% item surcharge, taxable by Tax 1 (Tax 1 is calculated on the post-discount amount).

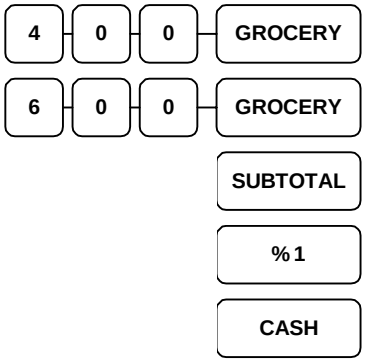
Preset Percentage Override

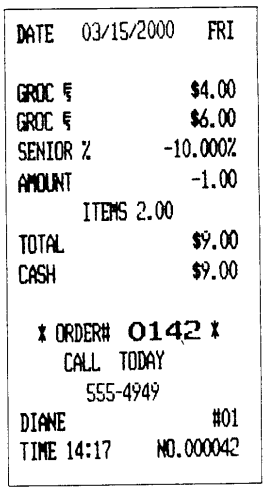




%1 key programmed as a preset 10% discount on the entire sale, taxable by Tax 1.

Preset Percent Sale Discount

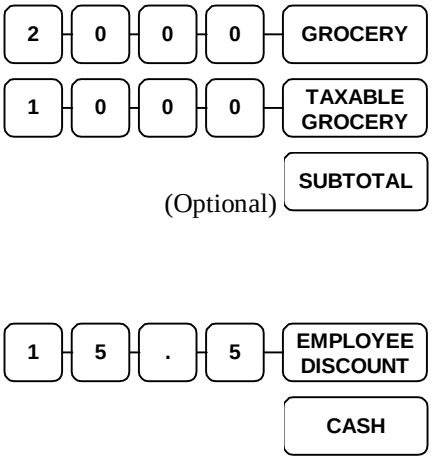


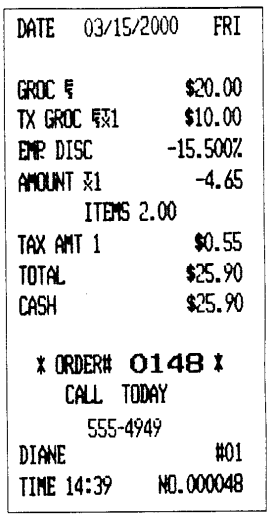


% Discount Operations

%1 key programmed as an open % discount on the entire sale, taxable by Tax 1.

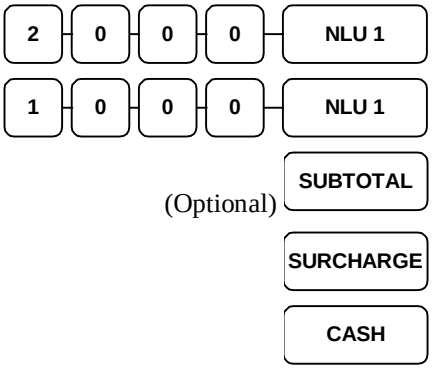
Preset Percent Sale Discount

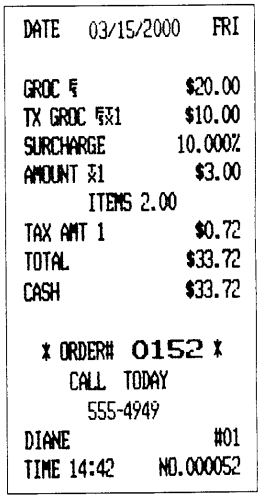




%1 key programmed as a preset 10% surcharge on the sale, taxable by Tax 1.

Preset Sale Surcharge





Store (Item) Coupon

%1 key is programmed as an open amount discount (coupon). %2 key programmed as .50 preset amount discount (coupon), both are taxable by Tax 1.

Open Item Coupon Entry

3 → 9 → 5 → TAXABLE GROCERY

5 → 0 → COUPON (%1)

TAXABLE GROCERY

(Optional) SUBTOTAL

CASH

```
DATE   03/15/2000    FRI

TX GROC %1          $3.95
TX GROC %1-C        -0.50
      ITEMS 2.00
TAX AMT 1           $0.22
TOTAL               $3.67
CASH                $3.67

  * ORDER# 0159 *
    CALL TODAY
      555-4949
DIANE                #01
TIME 14:51      NO.000059
```

Preset Item Coupon Entry

2 → 9 → 5 → TAXABLE GROCERY

COUPON (%2)

TAXABLE GROCERY

(Optional) SUBTOTAL

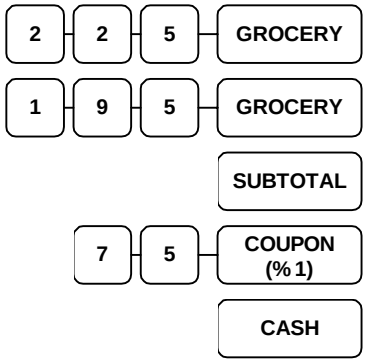
CASH

```
DATE   03/15/2000    FRI

TX GROC %1          $2.35
TX GROC %1-C        -0.50
      ITEMS 2.00
TAX AMT 1           $0.12
TOTAL               $1.97
CASH                $1.97

  * ORDER# 0160 *
    CALL TODAY
      555-4949
DIANE                #01
TIME 14:52      NO.000060
```

Vendor (Sale) Coupon

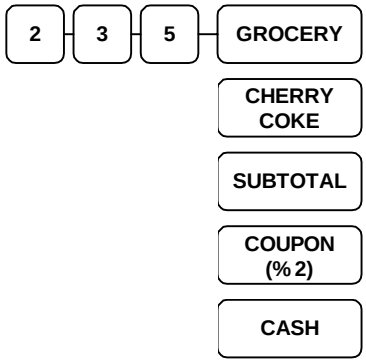
%1 key programmed as an open amount discount on entire sale, taxable by Tax 1.

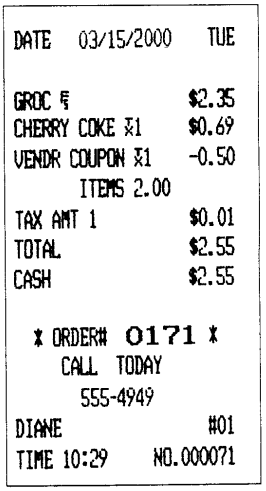
Single Open Sale Coupon



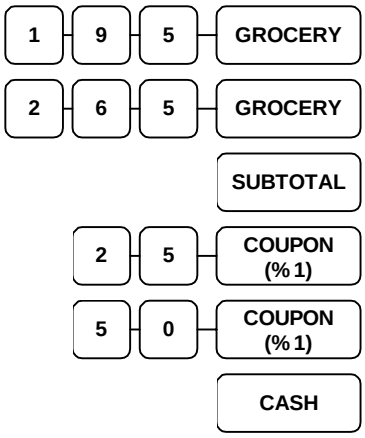
%2 key programmed as a preset .50 discount on entire sale, taxable by Tax 1.

Single Preset Sale Coupon





Multiple Open Sale Coupons

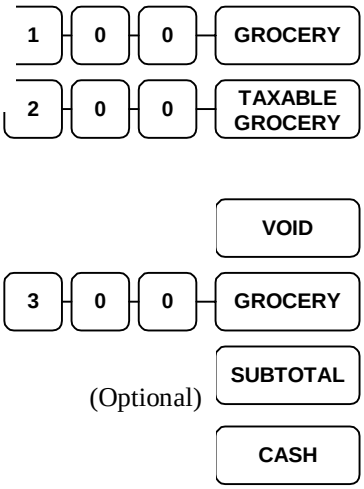


Void Key Operations

The void key shares the error correct (last item void) and void (previous item) functions. Which function applies depends on the order of the keystroke performed.

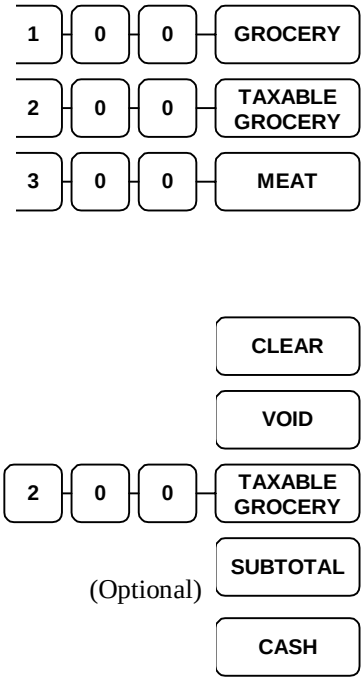
Error Correct

Error Correct operations void the last item entered, provided no other key has been pressed.



Previous Item Void

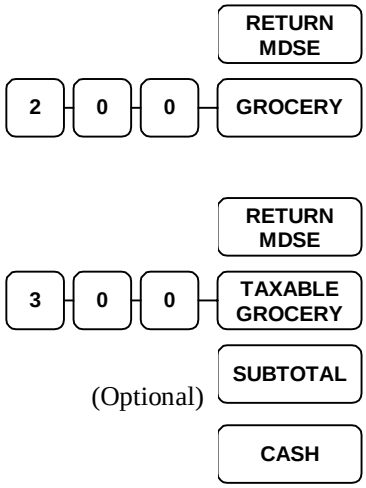
Previous item voids allow the void of any item previously entered in the current transaction. Either the CLEAR or 1 X/TIME must be pressed before the VOID key and the item entry being voided.



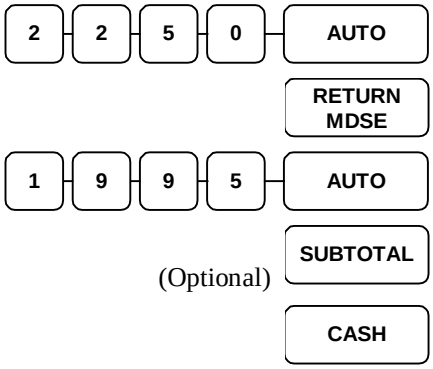
Merchandise Return Operations

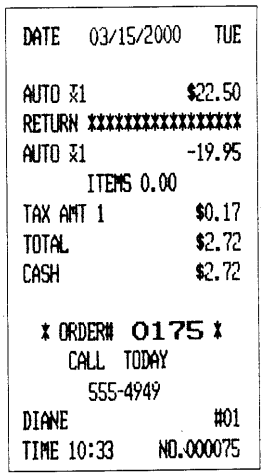
The merchandise return key is used to refund money while correcting all related totals affected by the original sale. Returns may be made as part of a regular sale (as an exchange), or outside a sale to simply take the merchandise back (as a refund).

Press the Return Merchandise key before pressing the related item entry key.

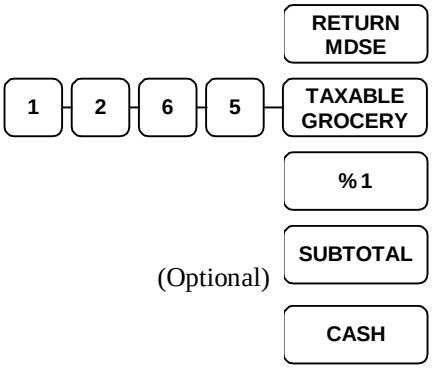


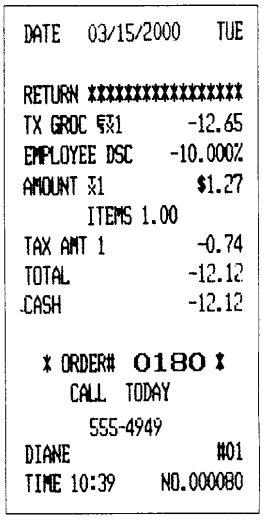
Exchanging one item for another.





Return of discounted merchandise. % 1 key programmed as a 10.00% item discount, taxable by Tax 1.

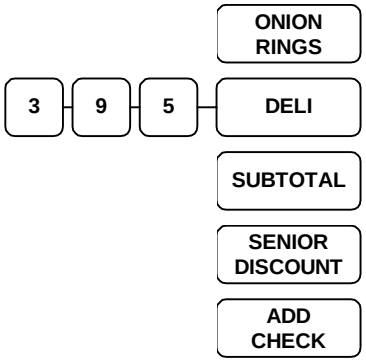




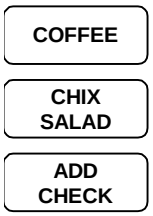
Add Check Operations

The ADD CHECK key is used to apply different discounts to separate meals which are all paid for at once.

Press the ADD CHECK key after each order, and follow with SUBTOTAL for the total of all orders. Finalize with any tender key as you would a normal sale.

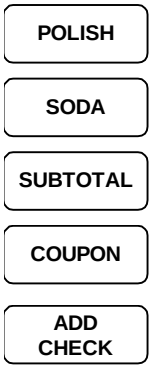



```
DATE  03/15/2000  TUE

RINGS X1              $1.29
DELI 1                $3.95
SENIOR %            -10.000%
AMOUNT X1             -0.52
TAX AMT 1             $0.08
ADD CHECK             $4.80
     CALL  TODAY
       555-4949
DIANE                  #01
TIME 10:41        NO.000081
```

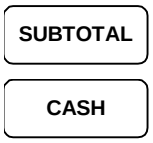



```
DATE  03/15/2000  TUE

COFFEE X1             $0.69
CHIC SAL X1           $1.09
TAX AMT 1             $0.12
ADD CHECK             $1.90
     CALL  TODAY
       555-4949
DIANE                  #01
TIME 10:41        NO.000082
```

Open Amount Discount




```
DATE  03/15/2000  TUE

POLISH X1             $1.29
SODA 1X1              $0.95
VENDR COUPON X1       -0.50
TAX AMT 1             $0.11
ADD CHECK             $1.85
     CALL  TODAY
       555-4949
DIANE                  #01
TIME 10:42        NO.000083
```



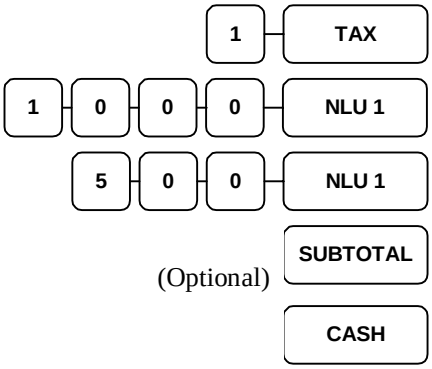

```
DATE  03/15/2000  TUE

       ITEMS 6.00
TAX AMT 1             $0.30
TOTAL                 $8.54
CASH                  $8.54

  * ORDER# 0184 *
     CALL  TODAY
       555-4949
DIANE                  #01
TIME 10:42        NO.000084
```

Tax Shift Operations

When tax shift operations are performed, the shift light on the display will illuminate. Tax shift operations apply only to one item at a time. A tax shift procedure will add tax to non-taxable items, and remove tax from taxable items.

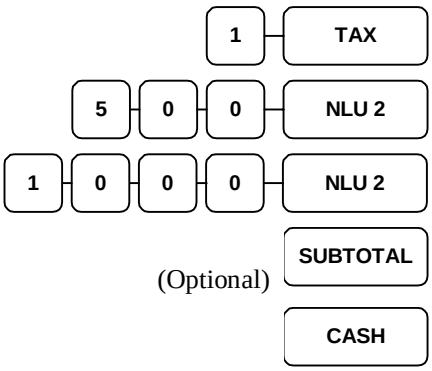
To Charge Tax on a Non-Taxable Item

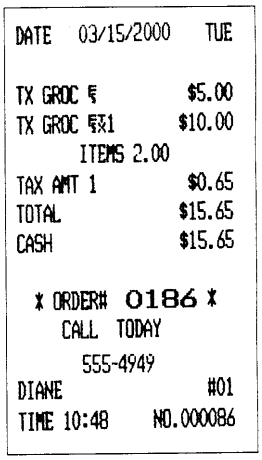
To charge Tax 1, depress 1 followed by the TAX key; to charge Tax 2, depress 2 followed by the TAX key; and to charge both taxes, enter both tax shift key sequences prior to the non-taxable item entry. The same rules apply to tax rates 3 & 4.



To Except Tax on a Taxable Item

To except Tax 1 for the taxable item immediately following, depress 1 followed by the TAX key; to except Tax 2, depress 2 followed by the TAX key; and to except both taxes, enter both tax shift key sequences prior to the taxable item entry. The same rules apply to tax rates 3 & 4. This exception will apply only to the next item entry.

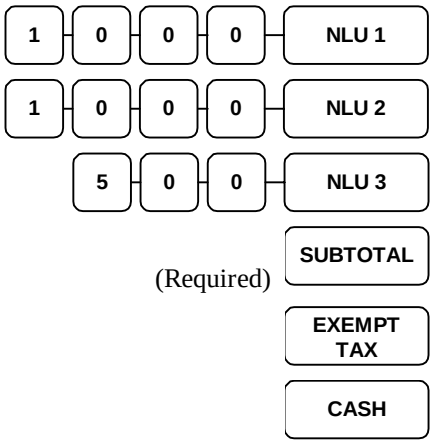




Tax Exempt Operations

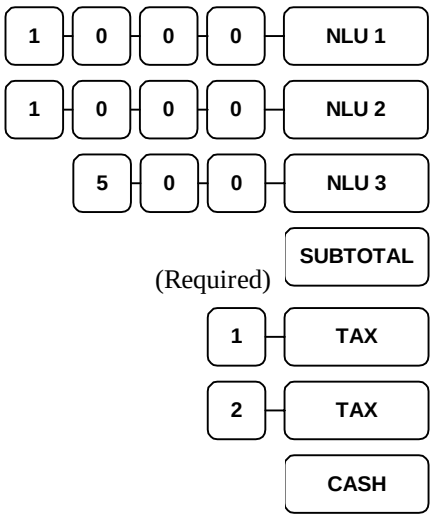
To Exempt Tax on Entire Sale

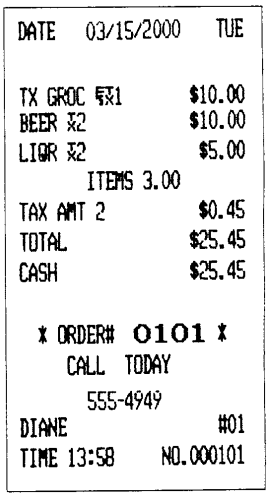
Enter the entire sale as you would normally and, after pressing the SUBTOTAL key (mandatory), press the TAX EXEMPT key. This key has been pre-programmed to remove one or more tax rates from an entire sale.



To Exempt One or More Specific Taxes

Enter the entire sale and, after pressing SUBTOTAL, press 1, 2, 3, or 4 and then the TAX key. You may repeat this for each rate to be removed.



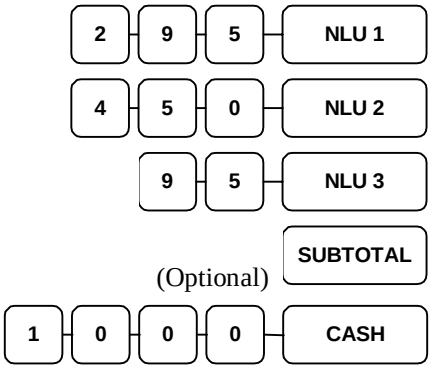


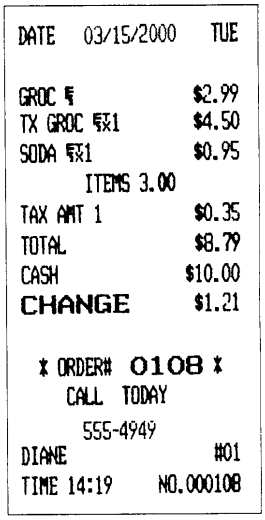
Tendering Operations

All tendering to this point has been to the CASH key. In this section, the finer points of cash tendering are covered as well as all the other available tender options. Labels on your tender keys may differ from those shown here, so space has been provided for your dealer to write in custom descriptors and operating requirements.

Cash Tender

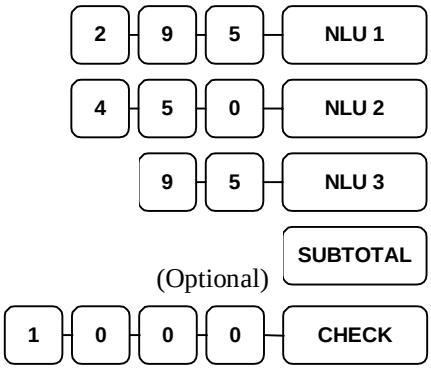
A direct depression of the CASH key will tender the entire amount due to cash. By entering the amount tendered (in this example $10.00) and pressing the CASH key, the register will print the amount tendered on the receipt and both print and display the change amount due the customer. Amount tendering can be compulsory.

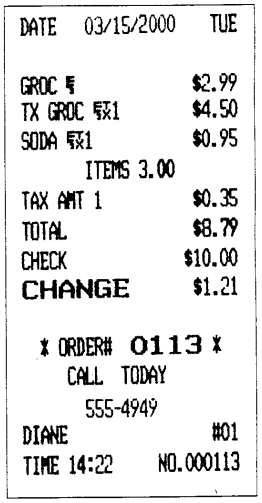




Check Tender

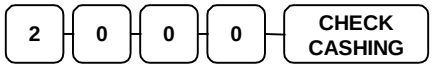
Maximum amounts may be programmed for both the initial tender amount, and the amount of change returned.





Check Cashing

A function key is available for the express purpose of cashing checks. Enter the check amount and depress the CHECK CASHING key.

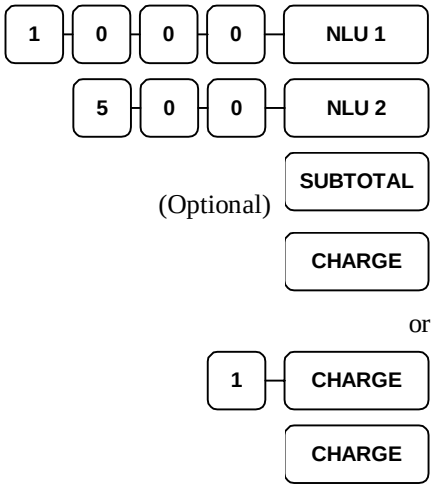



```
DATE   03/15/2000    TUE

XXXXXX CHECK-CASH XXXXXX
CHECK              $20.00
CASH               -20.00
     CALL  TODAY
       555-4949
DIANE                #01
TIME 14:26       NO.000116
```

Charge Tendering

Depending upon how your register is set up, charge sales are tendered by pressing an individual charge key, or by entering a charge code number.

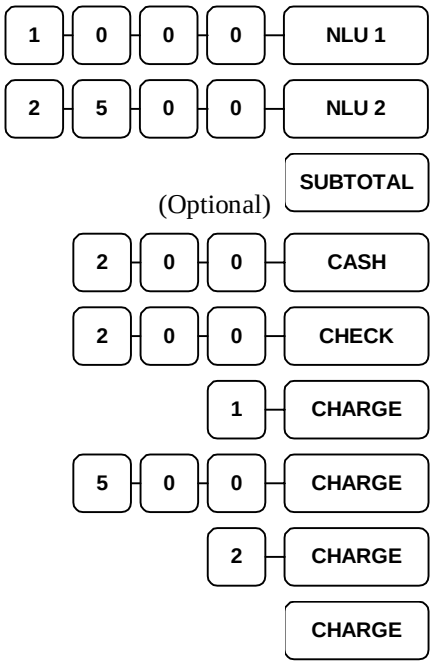
If you are tendering into a code entry charge key, enter the code (1 - 8) before pressing the charge key, then press the charge key a second time.




```
DATE   03/15/2000    TUE

GROC %             $10.00
TX GROC %X1         $5.00
      ITEMS 2.00
TOTAL              $15.00
CHARGE1            $15.00

  * ORDER# 0117 *
    CALL  TODAY
      555-4949
DIANE                #01
TIME 14:27       NO.000117
```

Split Tender

NOTE: The cash drawer will not open on the $2.00 CASH or the $2.00 CHECK entries because they are less than the total amount of the sale. The cash drawer will open on the CHARGE 2 entry.

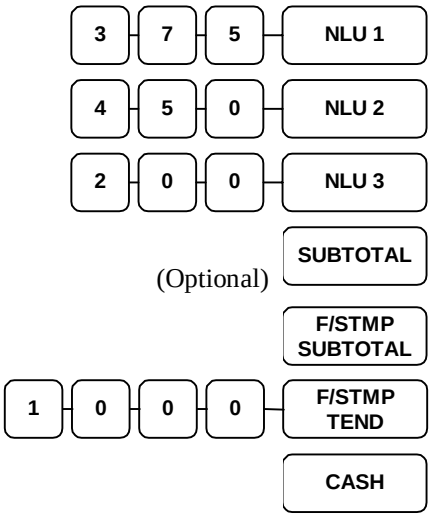



```
DATE   03/15/2000    TUE

GROC %             $10.00
TX GROC %X1        $25.00
      ITEMS 2.00
TAX AMT 1           $1.63
TOTAL              $36.63
CASH                $2.00
TOTAL              $34.63
CHECK               $2.00
TOTAL              $32.63
CHARGE1             $5.00
TOTAL              $27.63
CHARGE2            $27.63

  * ORDER# 0118 *
    CALL  TODAY
      555-4949
DIANE                #01
TIME 14:28       NO.000118
```

Food Stamp Tender Operation

The Food Stamp key has been programmed to forgive all tax on amounts paid for with Food Stamps.

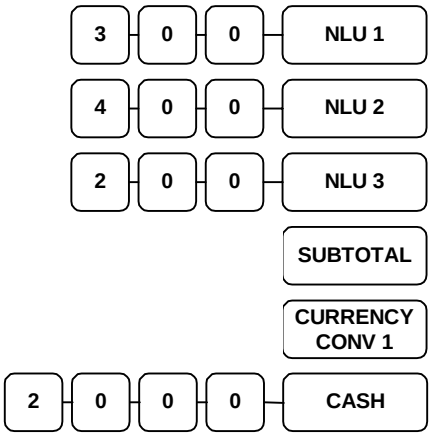
NOTE: Food Stamp change of less than $1.00 is applied towards the purchase of non-Food Stamp items, or given out as cash change. This is shown as Food Stamp Credit on reports. If the Food Stamp key has been programmed to accept decimal amounts, the entire amount tendered will be applied towards the food stamp amount.



Tendering with Foreign Currency (Conversion)

In Register mode, a depression of the currency conversion key would cause the subtotal to be multiplied by the conversion rate and the new subtotal displayed. This is a reference total only, displayed to note the amount required in foreign tender.

The amount offered in foreign currency should then be entered, and the CASH key depressed.



The amount tendered is then converted into home currency by dividing the amount by the exchange rate programmed. This amount is applied to the sale total and any change due is normally issued in the native (home) currency.

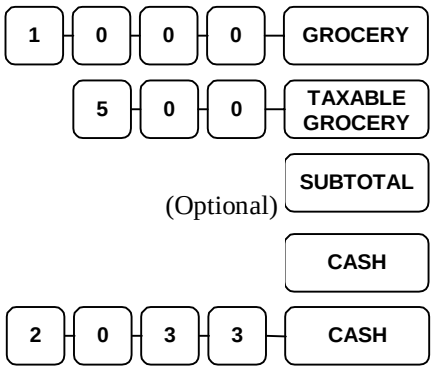
If a separate drawer has been designated for a foreign currency, then change will be displayed based on that currency, and the foreign currency drawer will open.

In the following example, the Foreign Currency key has been programmed to allow for 1.35 foreign monetary units to equal one U.S. dollar. (Roughly the same as Canadian exchange.)

Post Tendering

Operators are able to re-calculate the amount tendered in cash, in order to display the correct change. The operator simply re-enters the cash amount to be tendered and presses the CASH key. The correct change amount is then displayed.

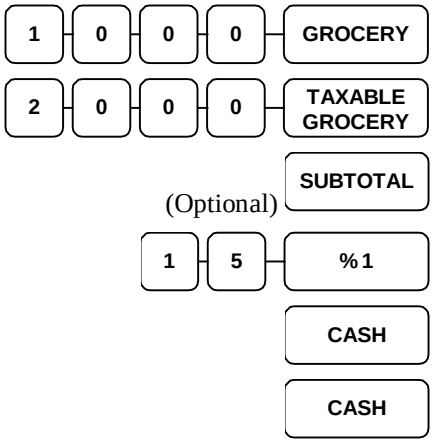
NOTE: Post Tender Function is an optional feature, and allowed on cash transactions only.

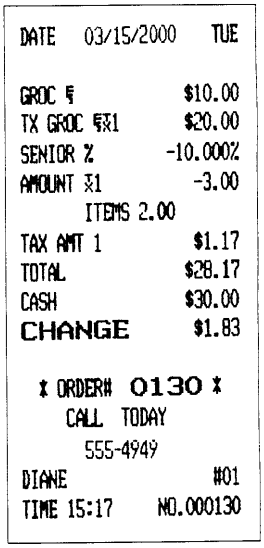


Receipt on Request Operation

If a customer requests a receipt after a sale has been finalized,, a second depression of the CASH key will issue a complete buffered receipt. There is no need to turn the receipt on for a single transaction.

If more than 80 entries are made in the sale, or the register has been programmed to do so, the register will issue a stub receipt only, showing the total net sale, correct tax totals and payment tendered.



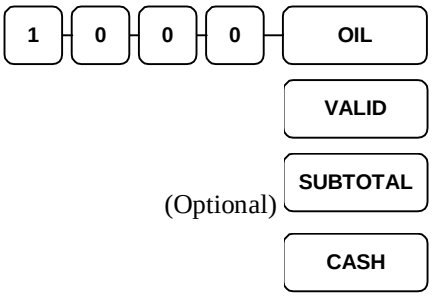


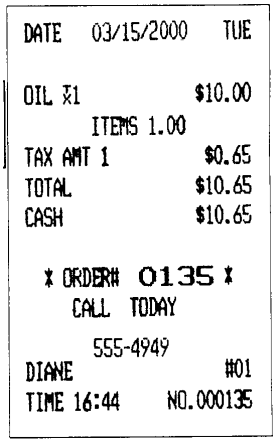
Validation Operations

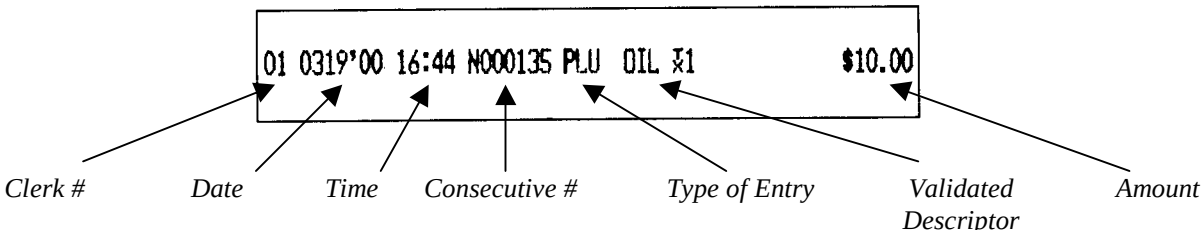
Single line validations on the receipt/journal printer can be performed after PLU entries, Received on Account and Paid Out operations, % key entries, Merchandise Returns, voids, and tendering operations by inserting the form depressing the VALID key.

If an operation is programmed with validation compulsory, the cash drawer will not open until the compulsion is satisfied. VALID REQ! will appear on the display, and the indicator light behind VALID will come on once the form is properly inserted in the receipt/journal printer. The error tone will sound if any other operations are attempted before validation is completed.

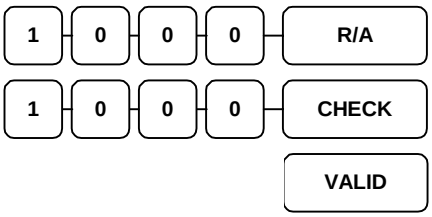
Validated Item Entry





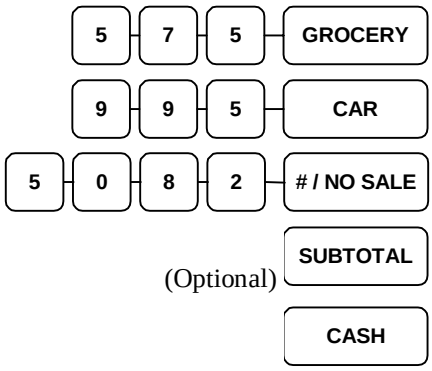


Validated Received On Account Operation



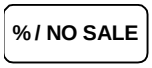
Non-add Number Entry Operation

PLUs may be programmed to require a Non-add entry. Non-add numbers are entered using the #/NO SALE key.



No Sale Operation

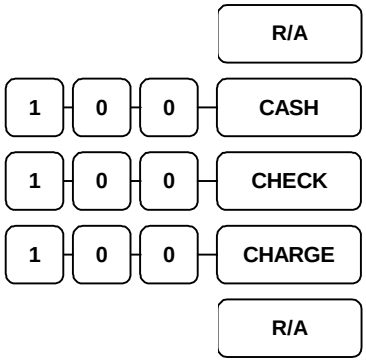
NOTE: The cash drawer will open.



Received On Account Operations

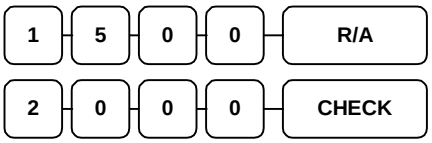
If you intend to enter multiple payments using the R/A (Received on Account) key, begin the key sequence by pressing the R/A key. This locks the register in a received on account operation, and requires the operator to press the R/A key again in order to complete the cycle. Entries to the R/A key while within a sale are not allowed.

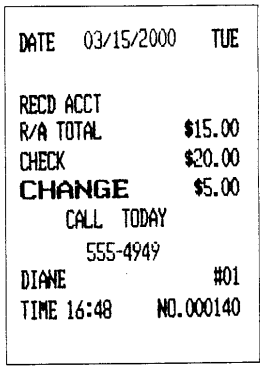
Enter the amount of each payment and depress the appropriate tender key. Repeat the process for all payment received. If the tender keys used to register payments to received on account require validation, then each payment must be validated as it is entered.



In the event that a customer would like to apply funds towards an account, and receive change back from the transaction, follow this procedure:

When using this method, an amount must be entered before pressing the tender key. Change will be issued in the normal manner.





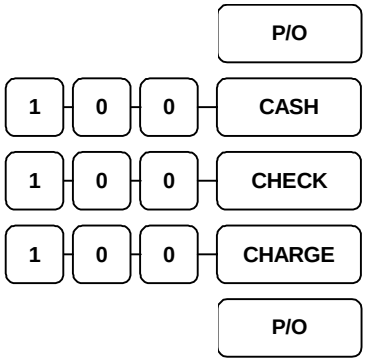
Paid Out Operation

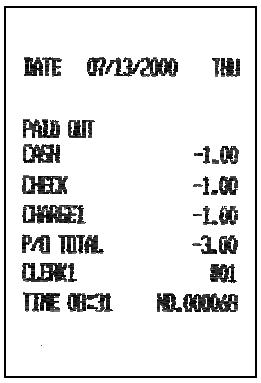
Paid Out (P/O) operations follow the same guidelines as received on account. To begin a paid out operation, press the P/O key, followed by the amount and the method of payment. A final depression of the P/O key ends the operation.

The P/O key may also be used as a "drop" key, to account for a reduction of the cash or check amount in the drawer.

Amounts paid out in cash reduce the cash-in-drawer figure.

NOTE: CHARGE key is not allowed in P/O operations

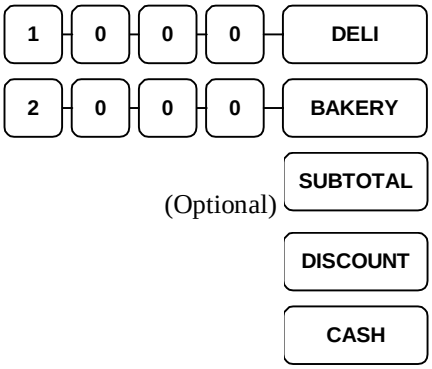


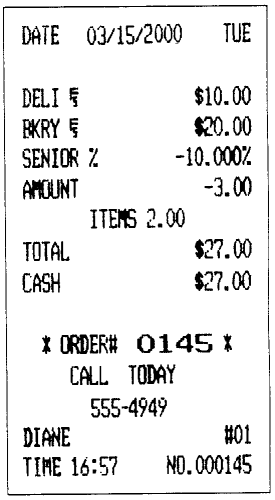


VOID Position (Transaction Void) Operations

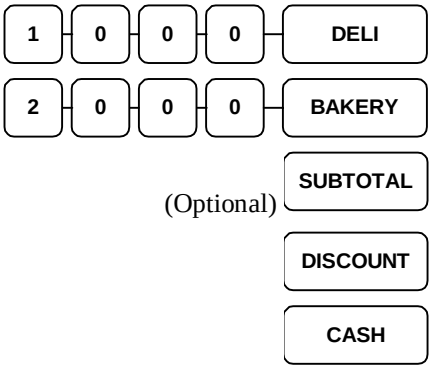
Most operations which can be performed with the control lock in the REG position can be undone with the control lock in the VOID position. The exceptions are Merchandise Returns, Error correct, and previous item voids within a sale. VOID position operations will adjust all sale totals. The VOID position carries its own total on the financial report.

Sale entered in the REG keylock position:





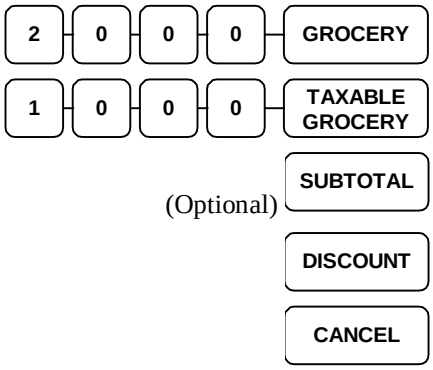
Same sale re-entered in the VOID keylock position:

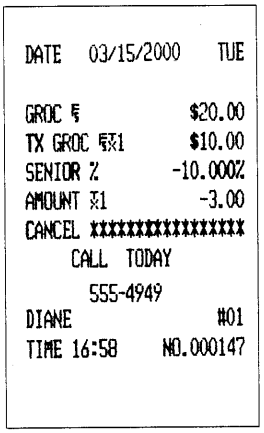


Cancel Operations

Depression of the CANCEL key anywhere within a transaction cancels that transaction. This is not a tender key! Transactions of up to a maximum of eighty items may be canceled. If a Cancel function is attempted after the entering more than eighty items, the function will ERROR .

The only total updated by this transaction is the CANCEL total, which would be the total of all positive entries made in the transaction before the depression of the CANCEL key.





Size and Modifier Keys

Size and Modifier keys are used to access different products (or items) from a single key on the keyboard. Using a single NLU key, labeled "SHAKE", a combination of size and modifier keys can access up to 25 different shakes.

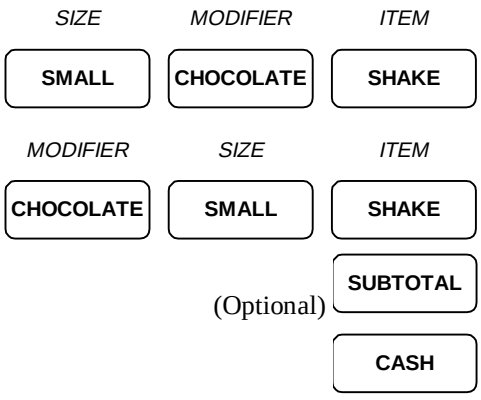
Here's how:

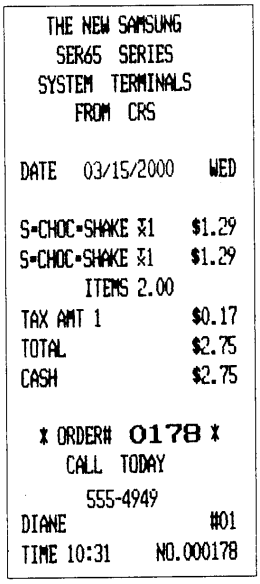
Size keys are labeled Child, Small, Medium, Large, and Jumbo.

Modifier keys are labeled Strawberry, Chocolate, Butterscotch, Pineapple, and Cherry

Sizes	Flavors				
	Strawberry	Chocolate	Butterscotch	Pineapple	Cherry
Childs	Shake				
Small		Shake			
Medium			Shake		
Large				Shake	
Jumbo					Shake

The above chart shows the possible combinations of size and modifiers (flavors). By preceding the SHAKE key with both the SMALL and CHOCOLATE keys, a S.Choc.Shake is registered. SMALL and CHOCOLATE may be pressed in any order with the same result, as long as SHAKE is the last keystroke. Preceding the FRENCH FRY key with SMALL and CHOCOLATE will more than likely result in an error.

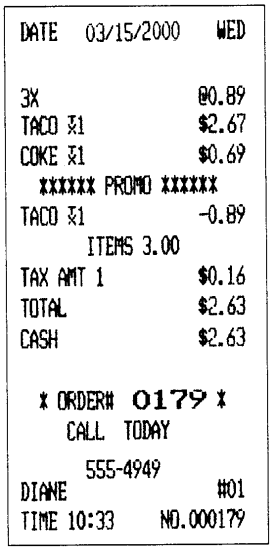




PROMO Function

The PROMO key allows the operator to account for promotional items (buy two, get one free). By design, this key will remove the items cost from the sale, but not the count. In the case of buy two, get one free, the count remains three items, but the customer is only charged for two.

3	X/TIME	TACO
		COKE
	PROMO	TACO
(Optional)		SUBTOTAL
		CASH

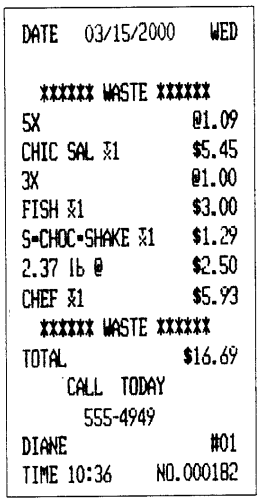


WASTE Function

The WASTE key allows control of inventory by accounting for items which must be removed from stock due to spoilage, breakage, or mistakes. The WASTE key may be under manager control, requiring the keylock to be in the X-Mode position. The WASTE key is not allowed within a sale.

Waste operations begin and end with a depression of the WASTE key:

		WASTE
5	X/TIME	CHICKEN SALAD
3	X/TIME	FISH SAND
SMALL	CHOCOLATE	SHAKE
	SCALE	CHEF SALAD
		WASTE



SCALE Key

The SER-6500/6540 may be interfaced to a load-cell scale, allowing direct entry of the item's weight by using the SCALE key. Item keys and PLUs which have been programmed to require scale entry will sound an error tone and prompt the operator to make a scale entry if they access the key or PLU directly.

Direct Scale Entry

When product is placed on the scale and the SCALE key depressed, the weight will appear on the display. Pressing the correct item key, or entering the appropriate PLU number, will multiply the displayed weight by the preset price and make the proper entry.

SCALE → COFFEE BEANS

SCALE → 1 → 2 → 3 → PLU

(Optional) SUBTOTAL

CASH

```
DATE  03/15/2000  WED

1.14 lb @              $6.99
COFFEE X1              $7.97
0.97 lb @              $1.69
GREEN BEANS X2         $1.64
      ITEMS 2.00
TAX AMT 1              $0.52
TAX AMT 2              $0.05
TOTAL                 $10.18
CASH                  $10.18

  * ORDER# 0191 *
    CALL  TODAY
      555-4949
DIANE                   #01
TIME 10:44      NO.000191
```

You may also make Scale entries to open item entry keys.

SCALE → 5 → 9 → 9 → DELI

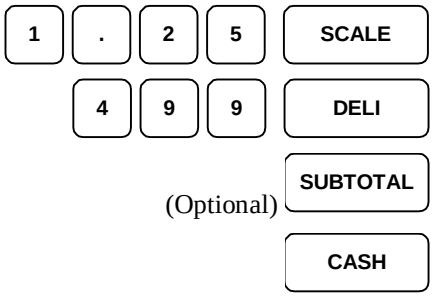
(Optional) SUBTOTAL

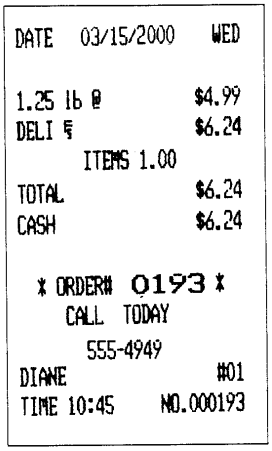
CASH

```
DATE  03/15/2000  WED

0.97 lb @              $5.99
DELI 5                 $5.81
      ITEMS 1.00
TOTAL                  $5.81
CASH                   $5.81

  * ORDER# 0192 *
    CALL  TODAY
      555-4949
DIANE                   #01
TIME 10:45      NO.000192
```

Manual Weight Entry

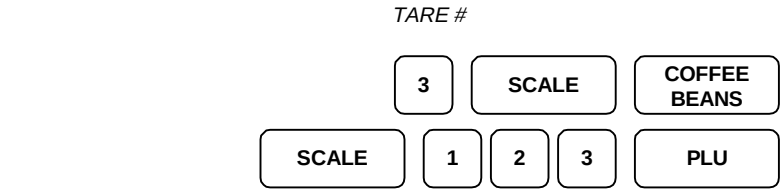
Operators may also make manual weight entries if the item has been programmed to accept them. You must use the decimal key for manual weight entry.



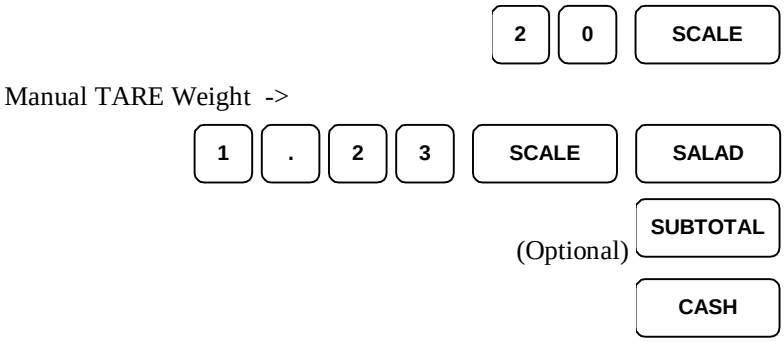


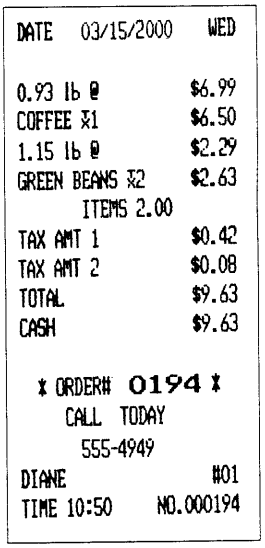
Tare Weights

The tare weight accounts for the weight of the vessel or container used to hold the product being weighed. Up to 19 different tare weights have been pre-programmed into you register. If the register is programmed to do so, it will prompt the operator to enter the tare weight code number:



Tare weights may also be entered manually:





Drive Thru / Food Service Features

Quick service or fast food applications may put to use special features of the Samsung SER-6500II and SER-6540II. These special features include:

Condiments

Kitchen Printing

Print key

Eat-In, Take-Out, and Drive-Thru functions

New Order (P/Bal)

Store Order (Service)

Recall Order (Check #)

Food service or table service applications utilize other features:

Table # entry

Guest Count entry

Opening Guest Checks

Servicing a Guest Check

Recalling a Previous Balance

Transferring guest checks to another server

Combining Guest checks for payment

Adding a tip prior to payment

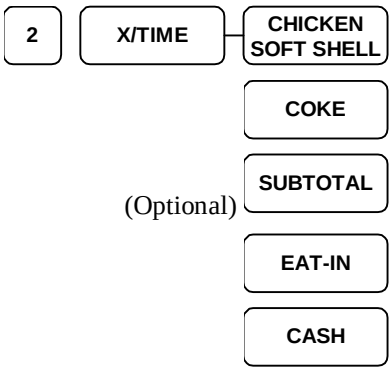
Of course, any one of the features listed may apply to either quick service or table service. Examples given are for demonstration purposes only, and are by no means the only application of the function.

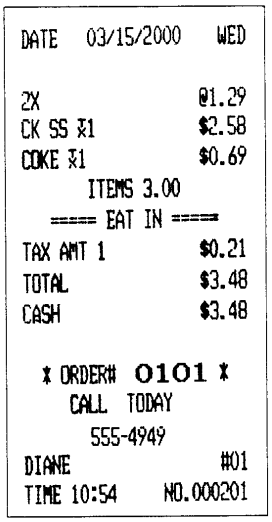
Eat-In, Take-out, and Drive Thru Destination Only Keys

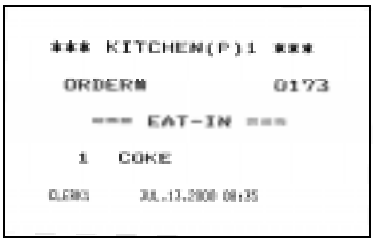
Your register may require the depression of one of the above function keys before ending each transaction. Each of the above keys is programmed separately to adjust taxes on each sale. Some locales will tax food purchases one way if the food is consumed on the premises, and another if it is "carried out" to be consumed elsewhere.

Taxes are adjusted for the entire sale, so if items are purchased for both on and off the premises, two separate transactions must take place.

Eat-In Example

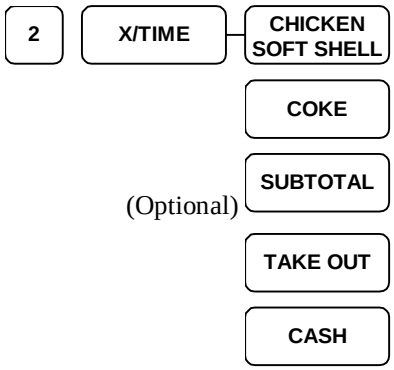


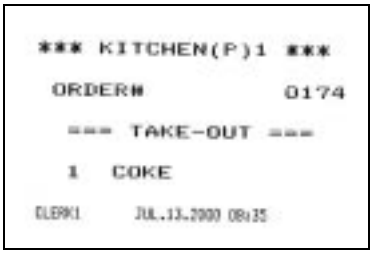




Take-Out Example

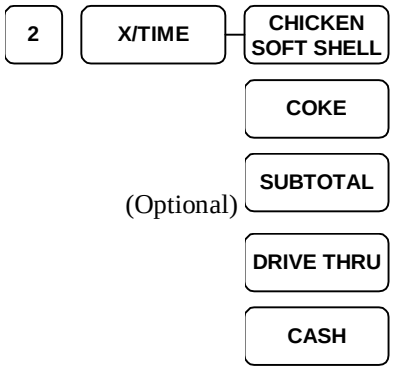
The same order registered as Take-Out.





Drive Thru Example

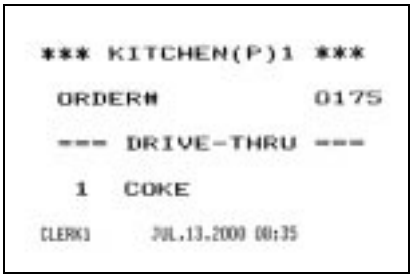
The same order again, only registered as Drive-Thru. Items are taxed the same as Take-Out, but the descriptor identifies the sale as Drive-Thru.




DATE 03/15/2000 WED

2X @1.29
CK SS X1 $2.58
COKE X1 $0.69
ITEMS 3.00
=== DRIVE THRU ===
TOTAL $3.27
CASH $3.27

* ORDER# 0103 *
CALL TODAY
555-4949
DIANE #01
TIME 10:56 NO.000203

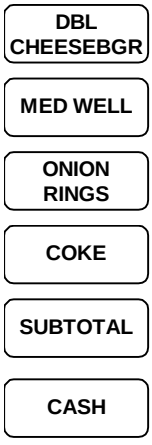

*** KITCHEN(P)1 ***
ORDER# 0175
--- DRIVE-THRU ---
1 COKE
CLERK1 JUL.13.2000 08:35

Condiments
Kitchen Printing

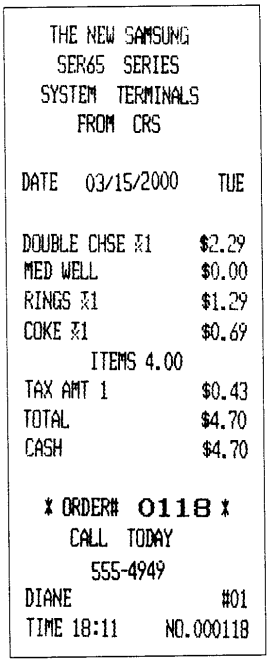
Condiments are PLUs or item keys that are specially programmed for kitchen printing. Condiments are most often, as their name infers, things added to an item such as mustard, ketchup, onions, etc. They may also be cooking or preparation instructions. These additions and instructions appear with the main item on print-outs issued by the receipt and kitchen printers.

Main items may be programmed to require a condiment entry ("how would you like that cooked?") and will issue an error if any key other than a condiment follows the main item entry. Condiments are entered after the main item, and some may add to the cost.

Ask you manager to identify the condiments on your keyboard.



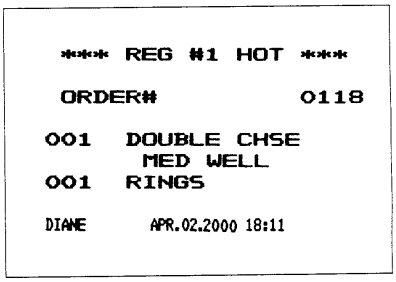
Kitchen Printer
(Optional)


THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 03/15/2000 TUE

DOUBLE CHSE X1	$2.29
MED WELL	$0.00
RINGS X1	$1.29
COKE X1	$0.69
ITEMS 4.00	
TAX AMT 1	$0.43
TOTAL	$4.70
CASH	$4.70

* ORDER# 0118 *
CALL TODAY
555-4949
DIANE #01
TIME 18:11 NO.000118


**** REG #1 HOT ****

ORDER# 0118

001 DOUBLE CHSE
MED WELL
001 RINGS

DIANE APR.02.2000 18:11

Receipt

PRINT Key

The PRINT key allows the operator to alter the normal printer output by sending it to a kitchen printer, or by sending receipt output to a directly attached remote printer for a regular sales transaction.

For Special Orders

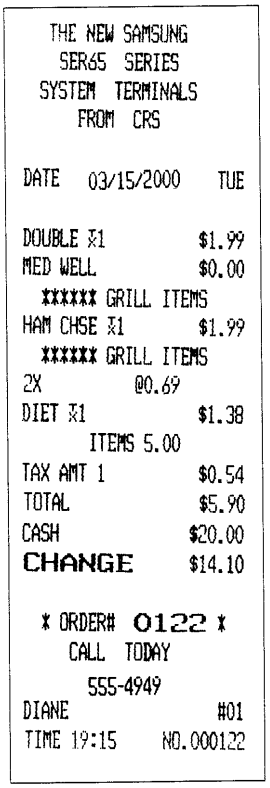
This arrangement allows the operator to send items to the kitchen printer that either wouldn't normally go there, or require special attention. In some applications, this key may be labeled "GRILL", since it can be programmed to send the printer output to the grill area kitchen printer. All printer output made using the PRINT key in this fashion is <u>in addition</u> to regular output.

To use the PRINT key feature, simply press the PRINT key before the first item and immediately after the last item you want printed for special attention. In this example, a normally cold HAM & CHEESE sandwich has been ordered as a hot HAM & CHEESE.

Kitchen Printer Print Key Output

Kitchen Printer Regular Output

(Optional)

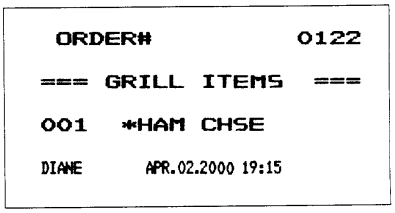

THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 03/15/2000 TUE

DOUBLE X1 $1.99
MED WELL $0.00
****** GRILL ITEMS
HAM CHSE X1 $1.99
****** GRILL ITEMS
2X @0.69
DIET X1 $1.38
ITEMS 5.00
TAX AMT 1 $0.54
TOTAL $5.90
CASH $20.00
CHANGE $14.10

* ORDER# 0122 *
CALL TODAY
555-4949
DIANE #01
TIME 19:15 NO.000122

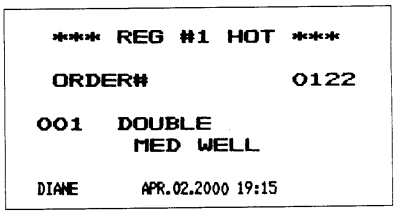
Receipt


ORDER# 0122

=== GRILL ITEMS ===

001 *HAM CHSE

DIANE APR.02.2000 19:15


**** REG #1 HOT ****

ORDER# 0122

001 DOUBLE
MED WELL

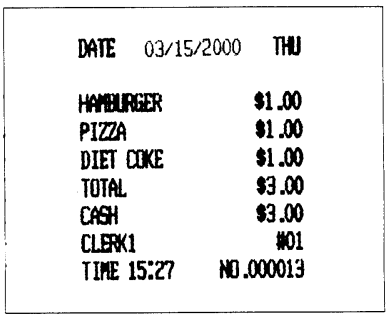
DIANE APR.02.2000 19:15

Sending the Receipt to the Remote Printer

When the PRINT key has been programmed to re-route receipt output, the following key sequences are required to produce a reciept in either batch mode or real time (instant) mode. Check with your manager regarding which key sequence is proper for your application.

Batch Mode

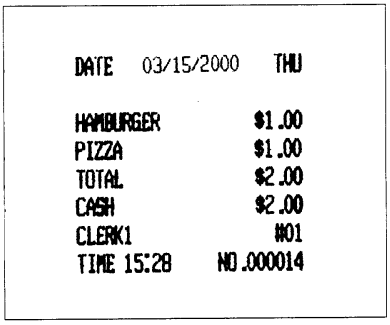
HAM BURGER
PIZZA
DIET COKE
CASH
PRINT



Printing begins upon pressing the PRINT key. The entrie order is printed at once.

Real Time Mode

1
PRINT
HAM BURGER
PIZZA
CASH



Printing begins upon pressing the PRINT key, and prints each item as it is registered.

Drive-Up Window Operatons

In applications where one station may be taking orders and another collecting payments, orders may be stored for a time before they are paid. This may also be true of establishments that take phone in orders for carry-out.

New Order (P/BAL)

Store Order (Service)

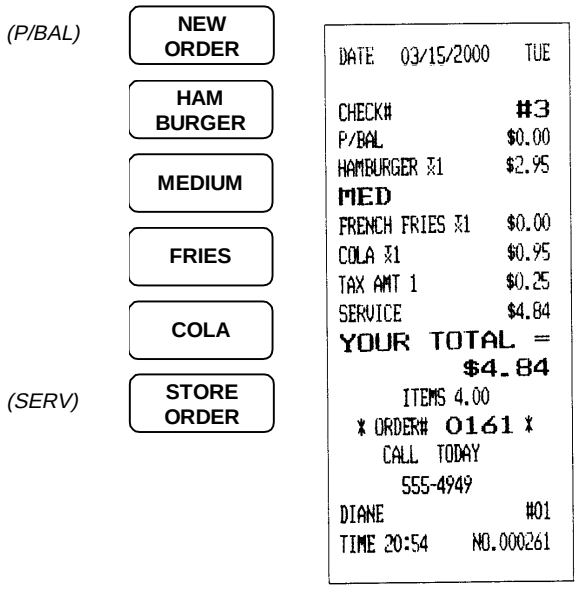
Recall Order (Check #)

To begin an order at the drive-up window, press the NEW ORDER (P/Bal) key. This will begin a tracking total for this order, issuing an order number. Items are registered in the normal manner, except that the STORE ORDER (Service) is pressed at the end of the transaction, rather than a payment key. NEW ORDER (P/Bal) may be pressed anytime within the transaction.

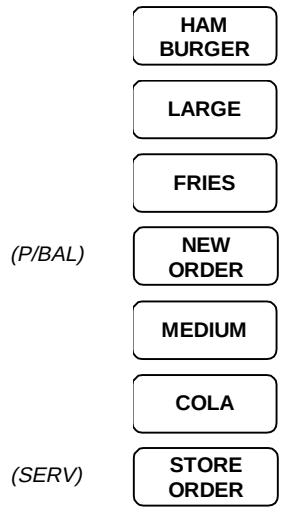
To recall an order, press the RECALL ORDER (Check #) key to recall the oldest stored order, or enter the order number and press the RECALL ORDER (Check #) key. Once an order has been recalled, the operator may add to it, void items from it, or simply pay it as they would any order.

Starting an Order

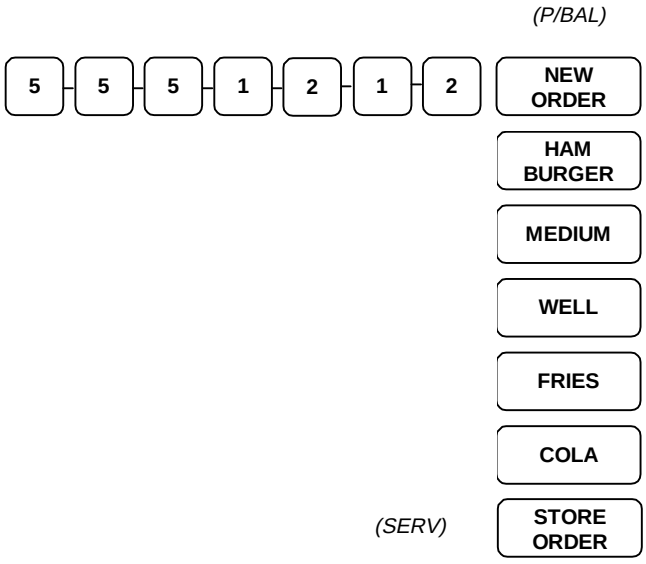
In a true Drive-Thru environment, pressing the NEW ORDER key is all that is necessary to begin an order. The register assigns a sequential order number automatically.



Pressing the NEW ORDER (P/BAL) key anywhere within the sale gets the same result as beginning the sale with that key:



In a carry-out application, the customer may call in an order well in advance, and pay for it when it is picked up or delivered. In this case, an order number may be assigned. In some applications the customer's phone number is used. In this case, the seven digit number is entered, and the NEW ORDER (P/BAL) key depressed. As above, the NEW ORDER (P/BAL) entry may take place anywhere within the operation.



Recalling an Order

The operator may recall an existing order either by entering the order number and pressing the RECALL ORDER (Check #) key, or simply pressing the RECALL ORDER key to retrieve the oldest (lowest) number in the system. Once the order has been recalled, items may be added or voided, the order paid, or it may be stored again for later payment.

Adding to an Existing Order In a True Drive-Thru System

(CHECK #) **RECALL ORDER**

CHEESE BURGER

MEDIUM

WELL

(SERV) **STORE ORDER**

```
DATE   03/15/2000   TUE

CHECK#              # 4
P/BAL               $3.34
CHEESEBURGER X1     $3.25
MED
WELL
TAX AMT 1           $0.29
TAX AMT 2           $0.06
SERVICE             $4.84
YOUR TOTAL =
                    $8.18
      ITEMS 8.00
  * ORDER# 0171 *
    CALL TODAY
      555-4949
DIANE                #01
TIME 21:05      NO.000271
```

(CHECK #) **RECALL ORDER**

SUBTOTAL

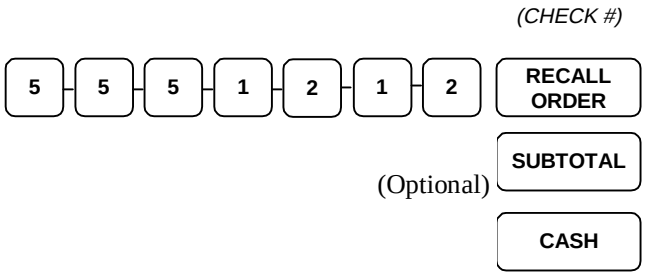
5 **0** **COUPON**

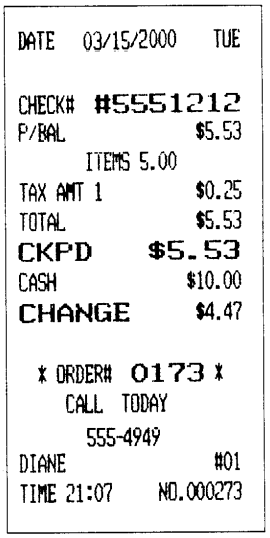
CASH

```
DATE   03/15/2000   TUE

CHECK#              # 4
P/BAL               $4.84
VENDR COUPON        -0.50
      ITEMS 4.00
TAX AMT 1           $0.25
TOTAL               $4.34
SERVICE             -0.50
CKPD               $4.34
CASH                $4.34

  * ORDER# 0170 *
    CALL TODAY
      555-4949
DIANE                #01
TIME 21:05      NO.000270
```

Entering an Order Number

For orders that have been assigned an order number, or orders paid out of turn, enter the order number and press RECALL ORDER#.





Food Service / Table Service

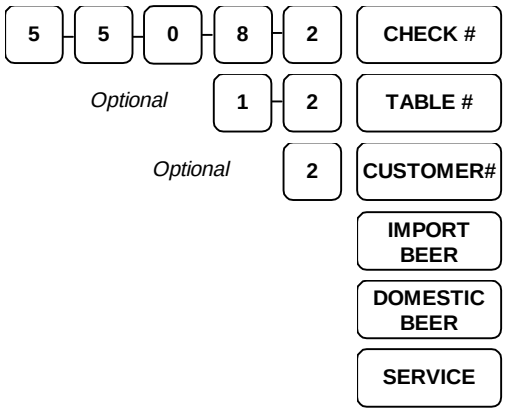
Check Tracking

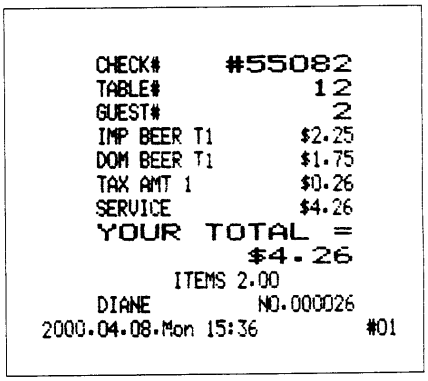
In an environment that allows customers to "run a tab", the Samsung SER-6500/6540 may be programmed to allow check tracking in the form of either hard or soft checks. Hard checks involve a form provided by the house, which is inserted into the guest check printer each time it is serviced. In a soft check environment, a third station printer simply issues a receipt listing the items registered, along with a service total, or balance carried forward.

Several entries may be compulsory when opening a guest check for the first time. The CUSTOMER # and TABLE # keys are used to enter the number of people served, and their location. Registers programmed as pre-check machines require all transactions to begin with a new check or check recall sequence. Opening a Hard Check

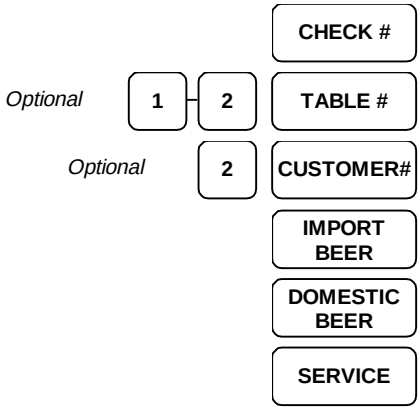
Opening a Hard Check

If assigned check numbers are used, enter the check number and press CHECK#. Enter items as you would for any sale, and exit by placing the guest check in the check printer, and pressing the SERVICE key. If the operator should forget to insert the guest check into the printer, the register will prompt them to do so. Pressing the SERVICE key again begins the printing process.





If the register is automatically assigning check numbers, simply press the CHECK# key:



Picking Up an Existing Balance

Depending on your register's programming, you may recall an existing balance in on of the following ways:

Check #

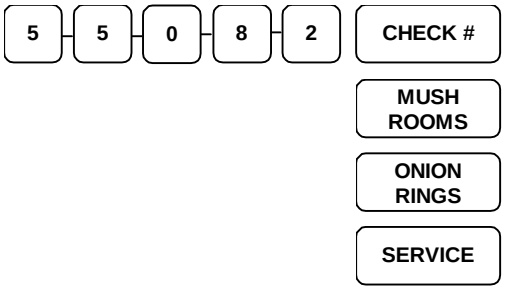
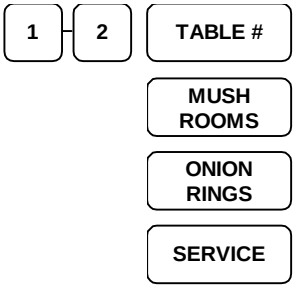


Table #

The TABLE # key will recall the lowest check number assigned that table number. When using this method, multiple checks at a single table should be given an extra digit for the table number.



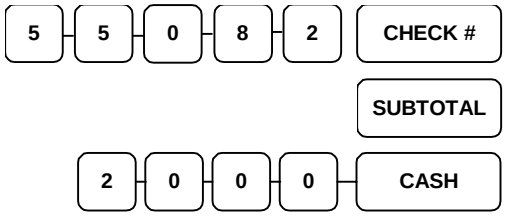
*Shaded part of the sample guest check indicates items registered in previous postings.

Closing or Paying a Guest Check

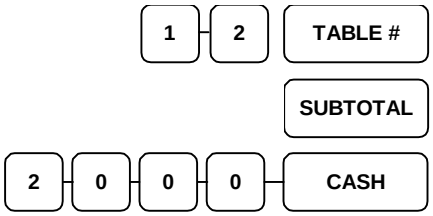
Closing a Guest Check with Cash

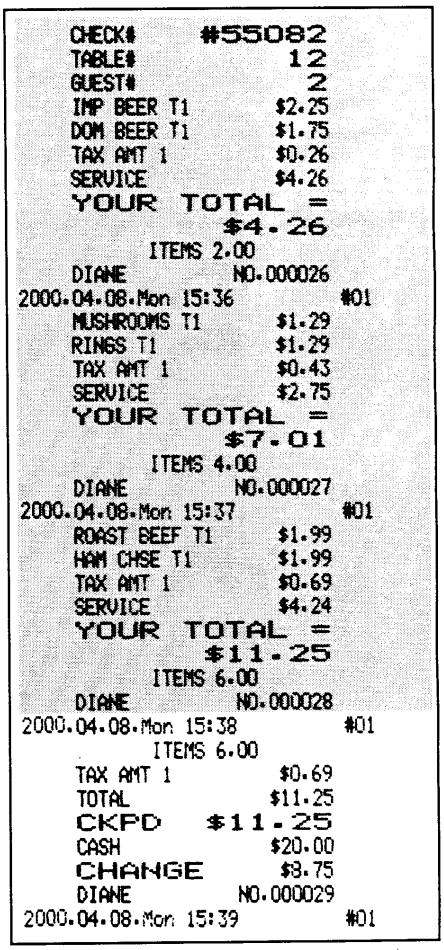
Pick up the current balance by recalling the guest check as shown earlier, then press SUBTOTAL. Enter the amount tendered, and press CASH. The register will call for the operator to insert the guest check, and print a record of the tendering operation and close out the account. This removes the check number from the check file, allowing a new account to be opened under the same number.

Enter Guest Check #, or



Enter Table #.

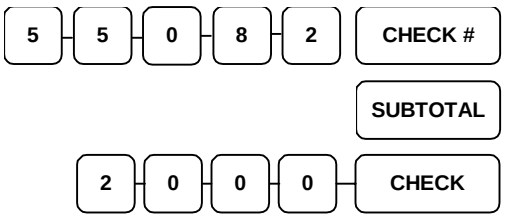




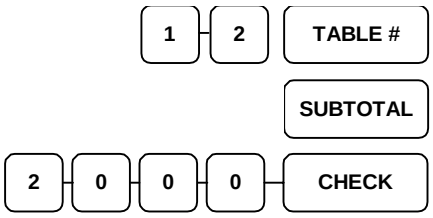
Closing a Guest Check with Check Tender

Pick up the current balance by recalling the guest check as shown earlier, then press SUBTOTAL. Enter the amount tendered, and press CHECK. The register will call for the operator to insert the guest check, and print a record of the tendering operation and close out the account, as with cash transactions.

Either



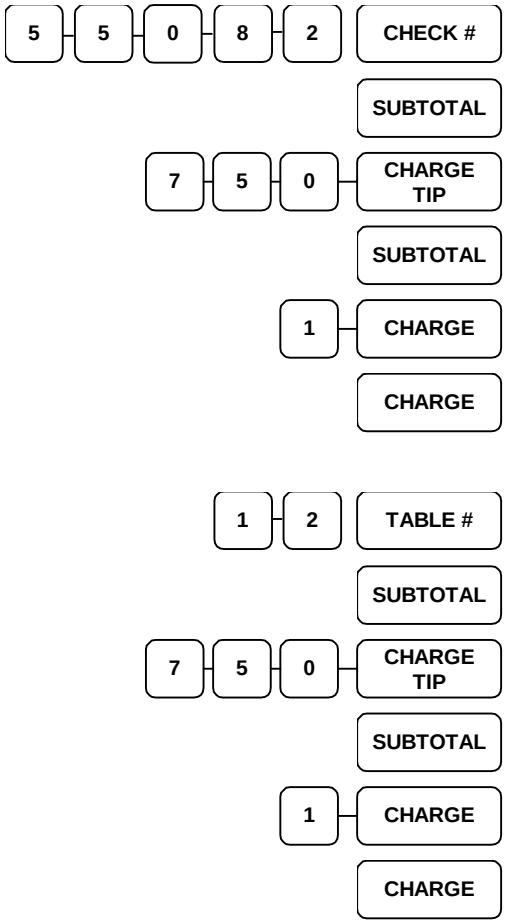
Or




```
     CHECK#      #55082
     TABLE#           12
     GUEST#            2
     IMP BEER T1      $2.25
     DOM BEER T1      $1.75
     TAX AMT 1        $0.26
     SERVICE          $4.26
     YOUR TOTAL =
           $4.26
          ITEMS 2.00
     DIANE          NO.000026
2000.04.08.Mon 15:36          #01
     MUSHROOMS T1     $1.29
     RINGS T1         $1.29
     TAX AMT 1        $0.43
     SERVICE          $2.75
     YOUR TOTAL =
           $7.01
          ITEMS 4.00
     DIANE          NO.000027
2000.04.08.Mon 15:37          #01
     ROAST BEEF T1    $1.99
     HAM CHSE T1      $1.99
     TAX AMT 1        $0.69
     SERVICE          $4.24
     YOUR TOTAL =
          $11.25
          ITEMS 6.00
     DIANE          NO.000028
2000.04.08.Mon 15:38          #01
          ITEMS 6.00
     TAX AMT 1        $0.69
     TOTAL           $11.25
     CKPD    $11.25
     CHECK           $20.00
     CHANGE           $8.75
     DIANE          NO.000029
2000.04.08.Mon 15:39          #01
```

Closing a Guest Check with Charge/Adding a Tip Amount

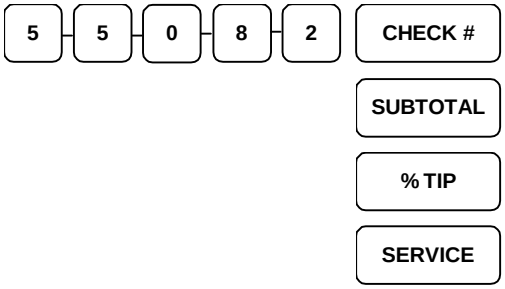
The TIP key is used to add a gratuity to an existing balance immediately before payment. The tip key may be used with any form of payment. Pick up a current balance by recalling the guest check as shown earlier, then press SUBTOTAL. Enter the tip amount, and press the TIP key. Press the SUBTOTAL key, enter the code number for the charge type and press the CHARGE key. Enter the amount tendered to charge and press the CHARGE key again.



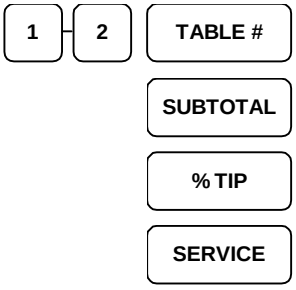
% Tip Function

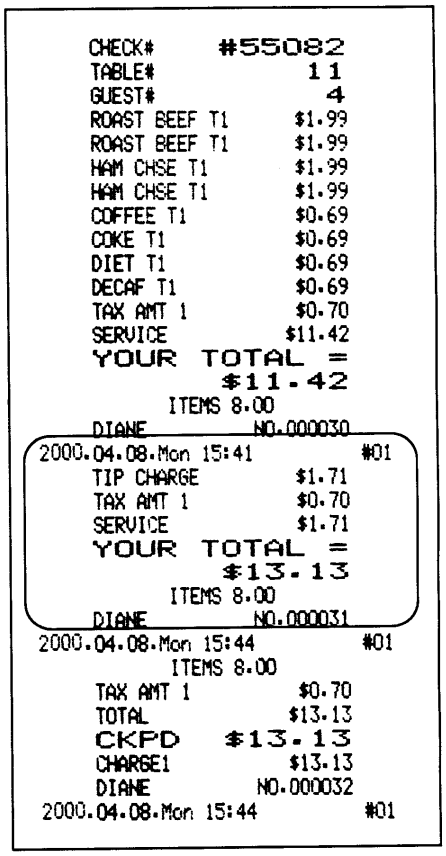
Some establishments automatically add a tip to the check. When this is the case, simply recall the guest check balance and press the SUBTOTAL key, followed by the TIP key. The register will calculate the preset percentage and add it to the total due.

Either



Or





Soft Check Operations

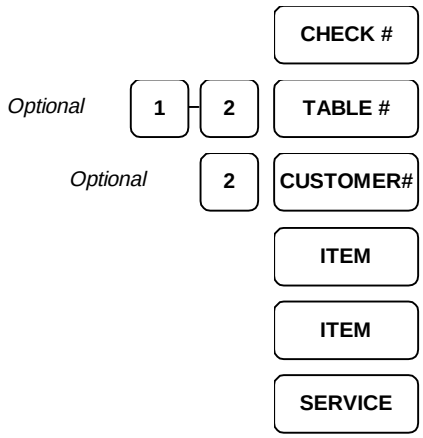
PRINT CHECK Key

Soft check check tracking operations follow the same general rules as those for hard checks, except that it is not necessary to print the guest check every time it is serviced. Opening new guest checks, retrieving existing balances, and closing guest checks require all the same keystrokes. The only addition action required from the operator is the depression of the PRINT CHECK key when a copy of the guest check is desired.

The PRINT CHECK key sends the entire order to the designated soft check printer. The PRINT CHECK key may be programmed to also service the guest check. If not, the SERVICE key must pressed in addition to the PRINT CHECK key when a copy of the guest check is required. In most cases, it is not necessary to print the guest check until it is time to present it to the guest for payment.

The PRINT CHECK key applies to soft check operations only.

Starting a Soft Check



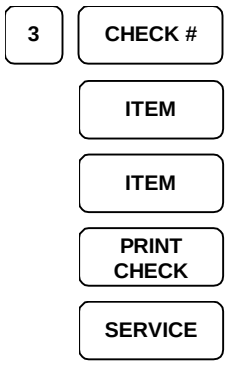

THE NEW SAMSUNG
SER&S SERIES
SYSTEM TERMINALS
FROM CRS

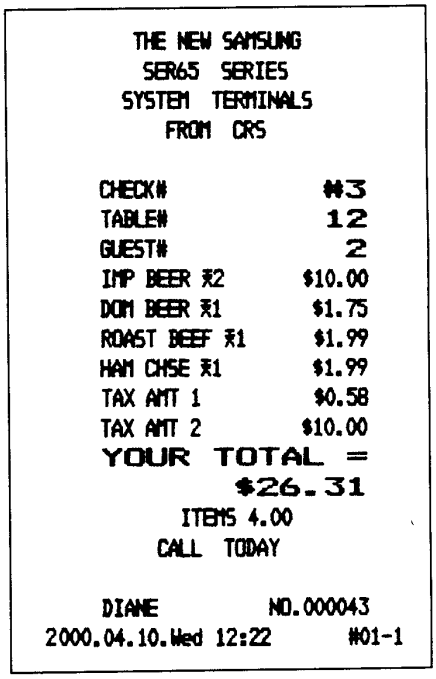
DATE 04/10/2000 WED

CHECK# #3
P/BAL $0.00
TABLE# 12
GUEST# 2
IMP BEER X2 $10.00
DOM BEER X1 $1.75
TAX AMT 1 $0.18
TAX AMT 2 $10.00
SERVICE $21.93
YOUR TOTAL =
$21.93
ITEMS 2.00
* ORDER# 0141 *
CALL TODAY
555-4949
DIANE #01
TIME 12:21 NO.000041

Receipt Print Only/
No Check Print

Picking Up a Balance & Printing For Presentation



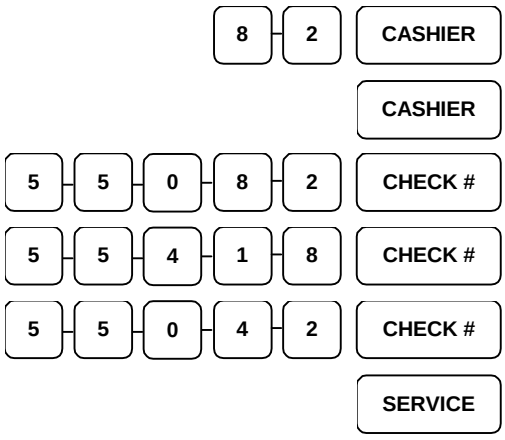


Entire order to date is printed

Transferring Guest Checks to Another Server

Guest check transfer is a management function, meaning that the keylock must be in the X-Mode position.

In the event that responsibility for an active guest check has to be passed to a different server, follow these guidelines:



Sign on the server accepting the active guest check(s),

Turn the keylock to the X-Mode position and press the CASHIER key again to initiate the transfer sequence.

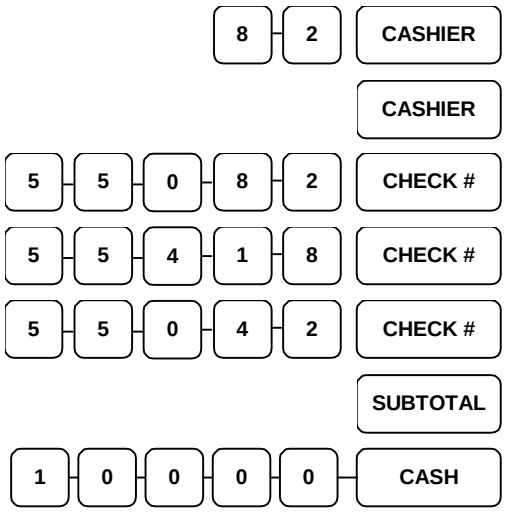
Enter the tracking number(s) of the guest check(s) being transferred to this server,

Press the SERVICE key to finalize.

Combining Guest Checks for Payment

On occasion, the need may arise to pay several guest checks all at once. This is also considered a management function, and takes place with the keylock in the X-Mode position.

NOTE: If it is necessary to exit this mode once it is entered, press CANCEL to return to REG mode.



Sign on the server accepting the active guest check(s),

Turn the keylock to the X-Mode position and press the CASHIER key again to initiate the combining sequence.

Enter the tracking number(s) of the guest check(s) being paid by this server,

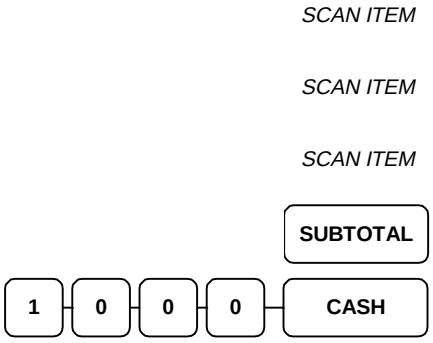
Press the SUBTOTAL key to display the total amount due

Close the transaction to a tender key as you would any other transaction.

Scanning

Scanning UPC, EAN, or store generated bar codes is just another way to enter a PLU number into the register. Each time an item is scanned, the register enters the PLU number read from the bar code. Your 6500II/6540II can also be set to scan price or weight embedded bar codes. Price embedded bar codes will print with the correct embedded price; weight embedded bar codes will show the weight multiplied by the preset price.

If the scanner is not able to read the code, simply enter the digits using the ten key pad and press the PLU key. If the register returns a PLU NOT FOUND or similar message, the item may not be programmed into the system.

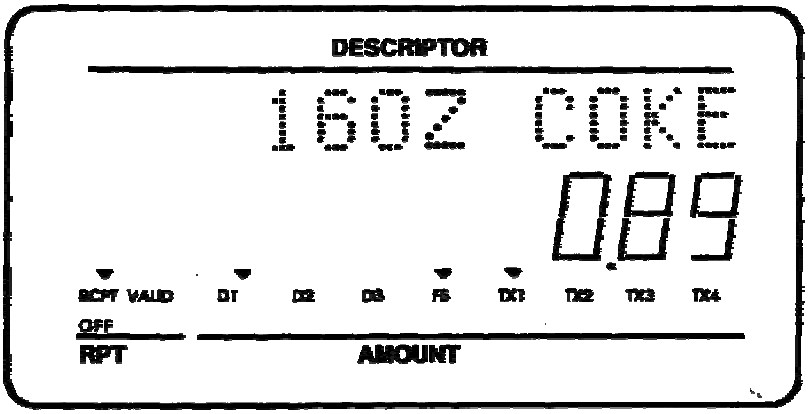


PLU PRICE Key

The PLU PRICE key works together with the scanner to allow price checks, or price previews of items. Many times items themselves are not marked with a price, only a UPC code. To find the programmed price for an item without actually ringing the item up, first press the PLU PRICE key, then scan the item. The price is shown on the register's display.

PLU PRICE

SCAN ITEM

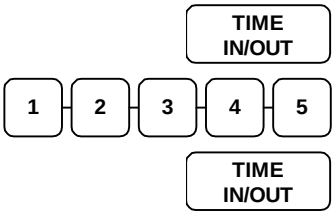


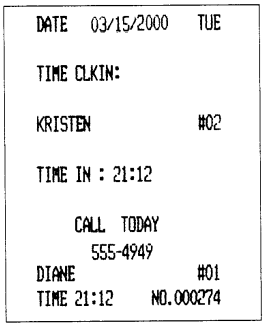
Time Keeping Features

The Samsung SER-6500/6540 features a built-in time clock, allowing it to track employee hours worked. All time keeping operations take place at one register, which holds all the time keeping data. Ask your manager to identify the register used for time keeping.

Clocking In

Press the TIME IN/OUT key. The register will prompt the operator for their cashier sign-in code. Enter the code and press the TIME IN/OUT key again. The register will issue a receipt listing the clerk logged in and the time.

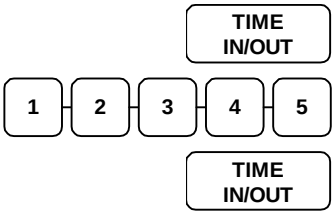


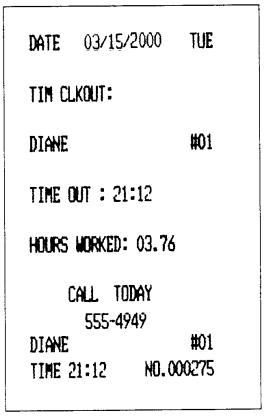


Clocking Out

Follow the same procedure as above, being sure to use the correct register. The SER-6500/6540 will again issue a receipt listing time in, time out, and an optional line showing the total hours worked that day.

Employees may clock in and out up to eight times in a single working day.





X-Mode Programming

Introduction

X-Mode programming for the Samsung SER-6500II/6540II may also be considered Manager programming, since many of the functions may fall under the responsibility of the store manager.

X-Mode programming involves setting the default size and modifier levels (for pop-up mode), signing in and out of training mode, turning the receipt print on and off, and cash declaration procedures.

X-Mode Override / Manager Mode

Certain function keys (Void, R/A, P/O, Refund, etc.) may be programmed to require the keylock turned to the "X" position before they will operate. If an attempted operation results in a "MANAGER" error prompt, the keylock must be turned to the "X" (Manager) position and the operation repeated.

Certain entry limits may also be programmed to allow higher entries when the key is turned to the "X" position. This is referred to as X-Mode override. Ask your dealer and/or Store Manager to list the keys affected in Manager Mod

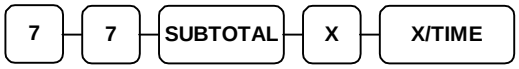
77 SBTL - Set Default Size

Five Size keys are available for placement on the SER-6500/6540 keyboard. Size function keys are programmable in P-Mode to manipulate the PLU number assigned to any given NLU key. Size and modifier keys may be programmed to "Pop-Up" after each time they are used. By popping up, they return to a predetermined size or modifier level. In this programming step, you may determine the size and modifier level these keys return to after each use. An entry of "0" assigns the default as the true (unaltered) PLU number assigned to that NLU key.

This feature may also be used to shift all NLU keys to another use. Since each NLU key may access five different PLU numbers by using the size keys, five keyboards may be laid out, each with different PLU numbers assigned to NLU keys. Five more keyboards are available using modifier keys. And by combining the default settings of the two types of keys, up to 25 separate "levels" may be programmed.

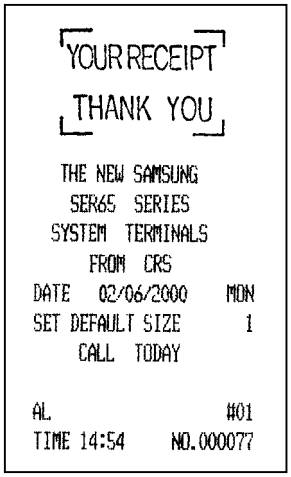
See the programming section of this manual for more information regarding building PLU numbers using the Size and Modifier keys.

Programming the Default Size:



0-5
(Size)

A receipt is issued, showing the new default size.

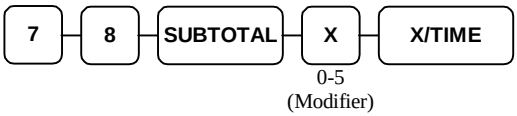

YOUR RECEIPT
THANK YOU
THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS
DATE 02/06/2000 MON
SET DEFAULT SIZE 1
CALL TODAY
AL #01
TIME 14:54 NO.000077

78 SUBTOTAL - Set Default Modifier

The default modifier is programmable. All considerations listed for default Size also apply to default Modifier programming.

See the programming section of this manual for more information regarding building PLU numbers using the Size and Modifier keys.

Programming the Default Modifier:

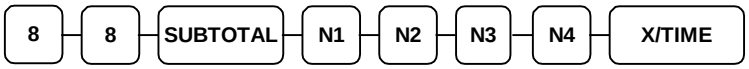


A receipt is issued, showing the new default modifier.

88 SBTL - Enter/Exit Training Mode

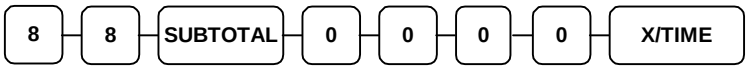
The keylock is required to be in the X-Mode position in order to sign in and out of training mode. This offers a level of security to prevent mis-use of training mode operation. "TRAINING" is printed on the top of all training transactions (both receipt and detail) as well as any kitchen printer output.

Enter Training Mode Key Sequence:



Secret Entry Code

Exit Training Mode Key Sequence:



Enter Four Zeros

A receipt is issued each time you enter or exit training mode.


THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 02/06/2000 TUE

TRAIN OPERATION BEGIN

CALL TODAY
1-800-333-4949
DIANE #01
TIME 16:12 NO.000006


THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 02/06/2000 TUE
TRAIN MODE
SINGLE $0.99
RARE $0.00
ITEMS 2.00
TAX AMT 1 $0.06
TOTAL $1.05
CASH $1.05

ORDER# 0107
CALL TODAY
1-800-333-4949
DIANE #01
TIME 16:13 NO.000007


THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 02/06/2000 TUE

TRAIN OPERATION STOP

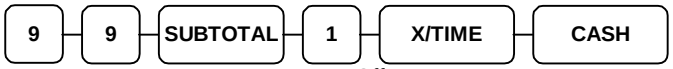
CALL TODAY
1-800-333-4949
DIANE #01
TIME 16:13 NO.000008

99 SBTL - Receipt On / Off

The receipt printer may be turned on and off in X-Mode. If the register has been programmed for buffered receipt, the receipt printer itself should be programmed off in X-Mode. An additional keystroke at the end of a sale (the depression of the CASH key) will issue a receipt.

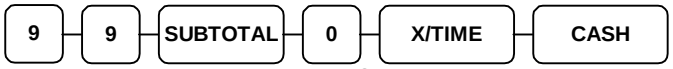
Additional programming for buffered receipts is done in P-Mode (50 SUBTOTAL), where multiple receipt and stub receipt are available.

Programming the Receipt Off:



Receipt Off

Programming the Receipt On:



Receipt On

A receipt is issued to confirm that the receipt has been programmed on or off.


THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 02/06/2000 WED

RECEIPT TURNED ON!!

CALL TODAY
1-800-333-4949
DIANE #01
TIME 17:31 NO.000043


THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 02/06/2000 WED

RECEIPT TURNED OFF!!

CALL TODAY
1-800-333-4949
DIANE #01
TIME 17:30 NO.000042

X-Mode Cash Declaration

Cash declaration is not a part of programming, but a management function which takes place with the keylock in the X position.

Please note that the cash declaration process begins and ends with pressing the CASH key. If, while taking reports, the manager should inadvertently press the CASH key, they will begin the cash declaration process. Once started, the process must be completed* before the register is released for other operations. Please teach end users to check the receipt for the ***CASH DECLARATION*** line, printed at the beginning of the operation, if they experience problems or apparent lock-ups while taking reports.

Cash Declaration Procedure

1. Press the **CASH** key.

   CASH

2. Enter the total of cash.

   1 → 3 → 7 → 5 → 1 → CASH

3. Enter the total of checks.

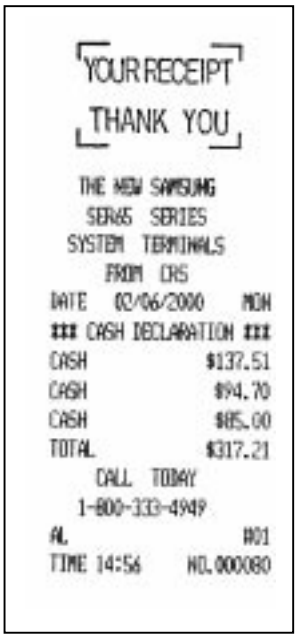
   9 → 4 → 7 → 0 → CHECK

4. Enter the total of food stamps.

   8 → 5 → 0 → 0 → CHECK

5. Press the **CASH** key to total the declaration.

   CASH


YOUR RECEIPT
THANK YOU
THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS
DATE 02/06/2000 MON
CASH DECLARATION
CASH $137.51
CASH $94.70
CASH $85.00
TOTAL $317.21
CALL TODAY
1-800-333-4949
AL #01
TIME 14:56 NO.000080

* It is possible to declare only 1 cent and press the CASH key twice to satisfy cash declaration requirements. The register will allow multiple cash declarations, but bases cash-in-drawer over/short figures on the last declaration done.

An alternative method of tender entry when performing cash declaration allows you to use the register as you would use an adding machine. For example, the manager may enter an amount for each type of cash tender instead of one total amount. They may also enter one check at a time if desired.

An example follows:

1. Press the **CASH** key.

   CASH

2. Enter the total of coins:

   3 7 5 1 CASH

3. Enter the total of ones:

   2 8 0 0 CASH

4. If you wish you can multiply the count times the denomination. Enter, for example:

   1 3 X/TIME 5 0 0 CASH

   7 X/TIME 1 0 0 0 CASH

   1 1 X/TIME 2 0 0 0 CASH

   3 X/TIME 5 0 0 0 CASH

5. Enter the remaining cash separately by denomination.
6. Enter each check:

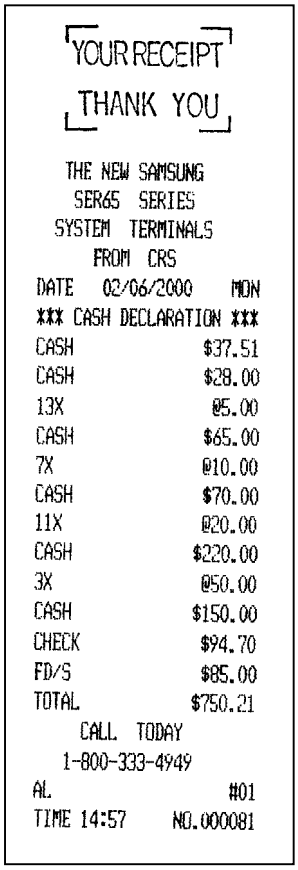
   9 4 7 0 CHECK

7. Enter food stamps:

   9 5 0 0 F/STEND

8. Press the **CASH** key to total the declaration.

   CASH



YOUR RECEIPT

THANK YOU

THE NEW SAMSUNG
SER6S SERIES
SYSTEM TERMINALS
FROM CRS

DATE 02/06/2000 MON
*** CASH DECLARATION ***

CASH	$37.51
CASH	$28.00
13X	@5.00
CASH	$65.00
7X	@10.00
CASH	$70.00
11X	@20.00
CASH	$220.00
3X	@50.00
CASH	$150.00
CHECK	$94.70
FD/S	$85.00
TOTAL	$750.21

CALL TODAY
1-800-333-4949

AL #01
TIME 14:57 NO.000081

P-Mode Programming

Introduction

This section covers all Manager programming in the “P” position.

PLU Programming

- Preset Price/HALO
- PLU Descriptor Programming (up to twelve characters)

Clerk/Cashier Programming:

- Sign-on Code Programming - Each Clerk may be assigned a secret sign-in code of up to ten digits.
- Descriptor Programming - A custom twelve-character descriptor may be programmed for each clerk/cashier.
- Clerk Status Programming - Status options assign clerks to a labor group, and a specific cash drawer.
- Labor Group Descriptor Programming - Each of the thirty labor groups may have a custom twelve-character descriptor. These descriptors appear on labor reports.

Time Keeping Adjustments

- Time Keeping Adjustments - Time worked for each employee may be adjusted in P-Mode.

Date and Time Programming

- Date and time may be set in P-Mode.

PLU Programming

PLUs may be assigned a number of up to 14 digits, in order to accommodate scanning of UPC codes.

To register a sale, PLU entries may be made by entering the PLU number and pressing the PLU key, scanning an item, which enters the UPC number as the PLU number, or pressing a key on the keyboard (an NLU, or Number Look Up) which has been assigned a PLU number.

Regardless of the entry method during a sale, all PLUs prices and descriptors are programmed in two steps:

1) Program 200 - PLU HALO/Preset Price

2) Program 300 - PLU Descriptors

IRC Program Transfer of PLUs

Once an IRC system has been established, any changes made to the PLU file (price or descriptor changes) at any register will be automatically broadcast to all other registers in the system.

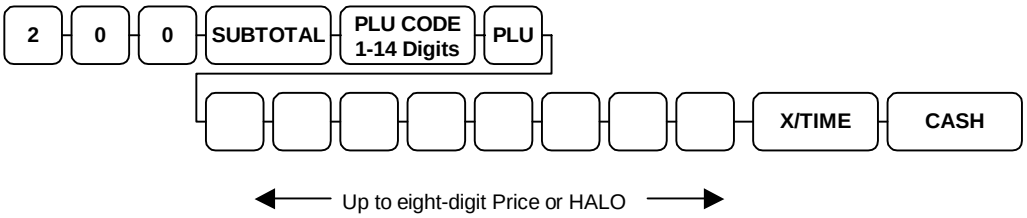
Preparation

All PLUs require a PLU number, or code, by which they are identified. PLU codes may be from one to fourteen digits long, and do not have to be programmed in any particular order.

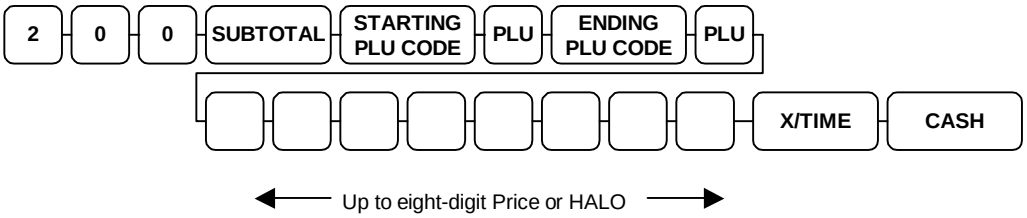
200 SBTL - PLU Price / HALO Programming

PLUs may be programmed to register either a pre-set price, or to accept an open amount. PLUs programmed to accept an open amount may be programmed for an entry limit, or High Amount Lock Out. The SER-6500II/6540II will accept HALOs and preset prices of up to 8 digits, but not higher than $500,000.00. Prices and HALOs may also be assigned by range, in the same way as the program status. The register will not assign a price or HALO to a PLU that has not yet been programmed for status.

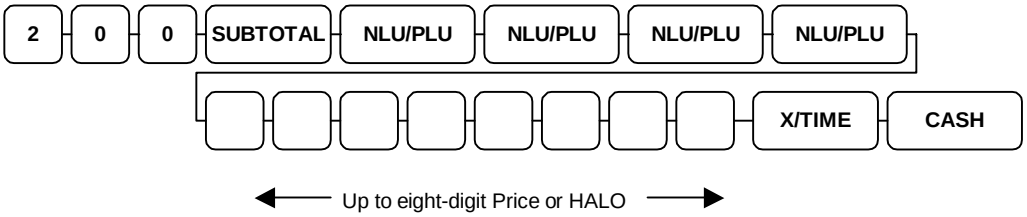
Price and HALO programming for a single PLU is as follows:



A range of PLU code numbers may be given the same price or HALO:



Multiple PLUs assigned to NLU keys may given the same price/HALO this way:

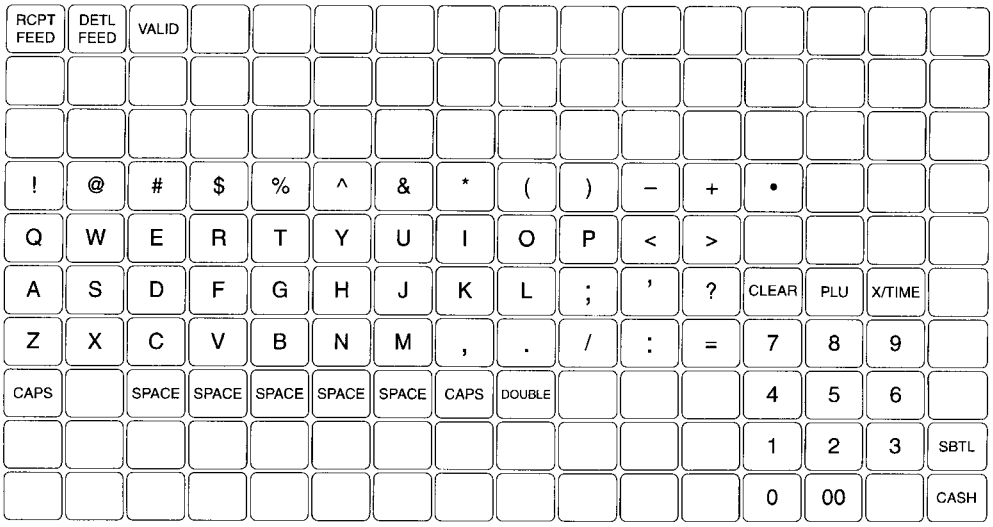


Pressing the NLU key will program the PLU assigned to that key.

- **8 digit prices and HALOs may not exceed $500,000.00**

300 SBTL - PLU Descriptor Programming

Like status and price programming, descriptors may be programmed for one or a thousand PLUs. PLUs may have a descriptor of up to 12 characters. These descriptors may be entered by their two digit alpha-codes on either model machine, or by using the alpha keyboard overlay on the SER-6500II.

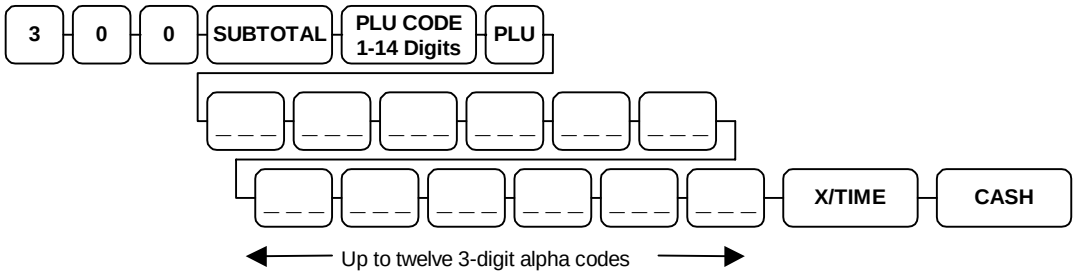


It is possible to transfer programming from machine to machine using IRC program downloading. It is also possible to mix SER-6500II and SER-6540II machines within a system. So, if you wish, you may program alpha descriptors on an SER-6500II, using the alpha-overlay feature, and then download the PLU's to one or more SER-6540IIs.

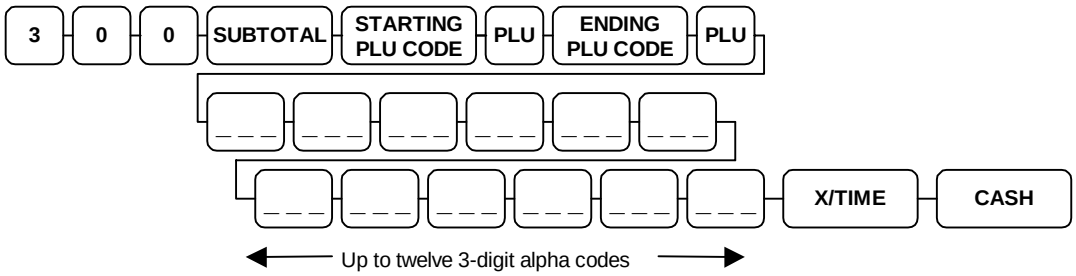
DESCRIPTOR CODES

CHAR	À	É	Ì	Ó	Ù	Ú	Ü	Ñ	Ñ	¥
CODE	020	021	022	023	024	025	026	027	028	029
CHAR	Tx	Fs	SPACE	!	"	#	$	%	&	'
CODE	030	031	032	033	034	035	036	037	038	039
CHAR	(	)	*	+	,	-	.	/	0	1
CODE	040	041	042	043	044	045	046	047	048	049
CHAR	2	3	4	5	6	7	8	9	:	;
CODE	050	051	052	053	054	055	056	057	058	059
CHAR	<	=	>	?	@	A	B	C	D	E
CODE	060	061	062	063	064	065	066	067	068	069
CHAR	F	G	H	I	J	K	L	M	N	O
CODE	070	071	072	073	074	075	076	077	078	079
CHAR	P	Q	R	S	T	U	V	W	X	Y
CODE	080	081	082	083	084	085	086	087	088	089
CHAR	Z	[	\	]	^	_	`	a	b	c
CODE	090	091	092	093	094	095	096	097	098	099
CHAR	d	e	f	g	h	i	j	k	l	m
CODE	100	101	102	103	104	105	106	107	108	109
CHAR	n	o	p	q	r	s	t	u	v	w
CODE	110	111	112	113	114	115	116	117	118	119
CHAR	x	y	z	TOGGLE DOUBLE WIDE ON/OFF				Double wide characters must be preceded w/ "003", and count as two characters		
CODE	120	121	122	003						

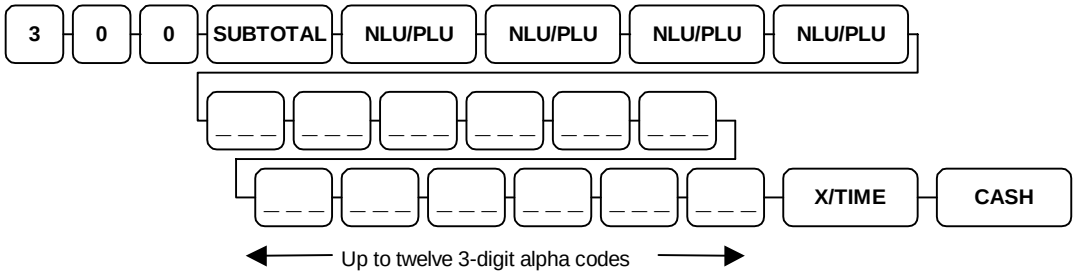
Programming the Descriptor for a single PLU:



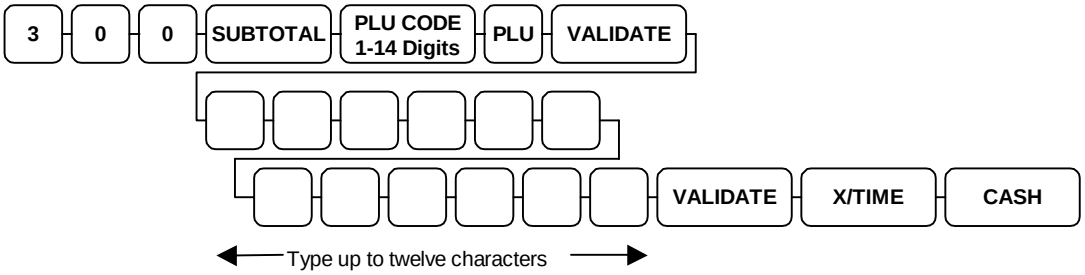
Programming the Descriptor for a range of PLUs:



Programming the Descriptor for multiple PLUs using NLU keys:



Programming the Descriptor using the alpha-numeric keyboard overlay (SER-6500II only):



The VALID key signals both the beginning and the end of keyboard alpha programming of PLUs/NLUs. The descriptor programming sequence begins and ends with the same keystrokes (300 SUBTOTAL to begin, CASH to exit), no matter which method you use. Programming by range follows these same guidelines.

Clerk/Cashier Programming

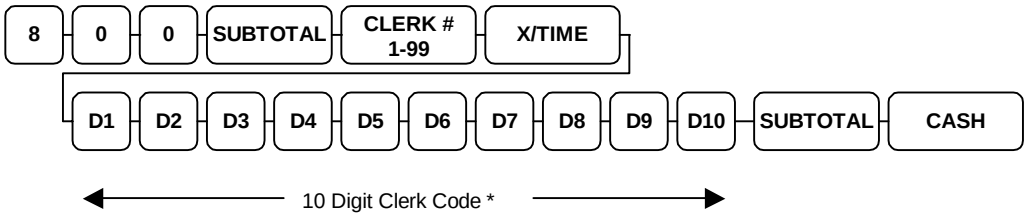
1 to 99 clerks were allocated as part of S-Mode memory allocation programming. P-Mode Clerk/Cashier programming is divided into four areas:

1. Sign-on Code Programming - Each Clerk may be assigned a secret sign-in code of up to ten digits.
2. Descriptor Programming - A custom twelve-character descriptor may be programmed for each clerk/cashier.
3. Status Options - Status options assign clerks to a labor group, and a specific cash drawer.
4. Labor Group Descriptor Programming - Each of the thirty labor groups may have a custom twelve-character descriptor. These descriptors appear on labor reports.

800 SBTL - Secret Sign-on Code Programming

Clerk/Cashiers take on a permanent clerk # as part of initial programming. If 50 clerks were allocated as part of S-Mode memory allocation, then the clerks created are given numbers 1 - 50. This is the number referred to as Clerk #. Each clerk may be assigned a secret sign-in code, used to log in and out of the register. All sales entered into a register while a clerk is signed into that register are credited to that clerk. In addition, the cash register maintains separate financial totals for each clerk.

Sign-on code programming key sequence:

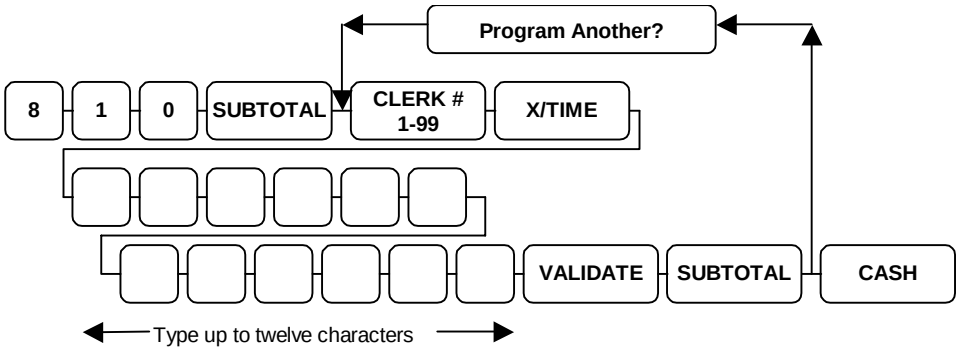


* A ten digit entry is required. Enter leading zeros when sign-on code is less than ten digits.

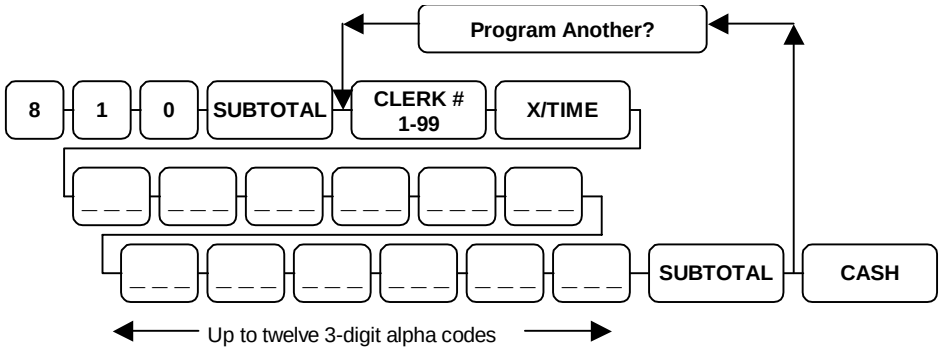
810 SBTL - Clerk Descriptor Programming

Each clerk may be assigned a twelve-character descriptor, which will print on guest checks, receipts, and reports.

Clerk Descriptor Programming Key Sequence Using Alpha Overlay



Clerk Descriptor Programming Key Sequence Using Codes



DESCRIPTOR CODES

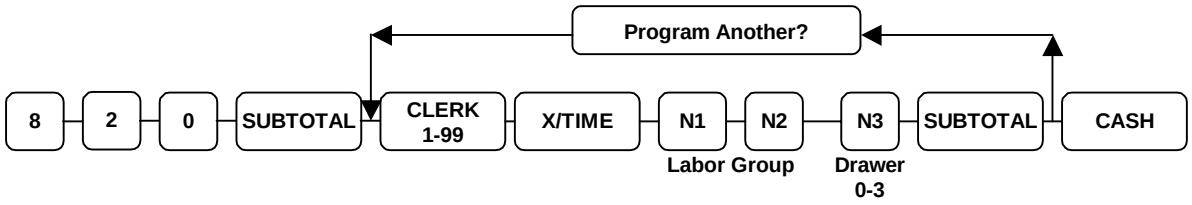
CHAR	À	É	Ì	Ó	Ù	Ù	Ù	Ñ	Ñ	¥
CODE	020	021	022	023	024	025	026	027	028	029
CHAR	Tx	Fs	SPACE	!	"	#	$	%	&	'
CODE	030	031	032	033	034	035	036	037	038	039
CHAR	(	)	*	+	,	-	.	/	0	1
CODE	040	041	042	043	044	045	046	047	048	049
CHAR	2	3	4	5	6	7	8	9	:	;
CODE	050	051	052	053	054	055	056	057	058	059
CHAR	<	=	>	?	@	A	B	C	D	E
CODE	060	061	062	063	064	065	066	067	068	069
CHAR	F	G	H	I	J	K	L	M	N	O
CODE	070	071	072	073	074	075	076	077	078	079
CHAR	P	Q	R	S	T	U	V	W	X	Y
CODE	080	081	082	083	084	085	086	087	088	089
CHAR	Z	[	\	]	^	-	`	a	b	c
CODE	090	091	092	093	094	095	096	097	098	099
CHAR	d	e	f	g	h	i	j	k	l	m
CODE	100	101	102	103	104	105	106	107	108	109
CHAR	n	o	p	q	r	s	t	u	v	w
CODE	110	111	112	113	114	115	116	117	118	119
CHAR	x	y	z	TOGGLE DOUBLE WIDE ON/OFF				Double wide characters must be preceded w/ "003", and count as two characters		
CODE	120	121	122	003						

820 SBTL - Clerk Status Programming

Clerk status programming determines which labor group each clerk belongs to. Each labor group has its own report total.

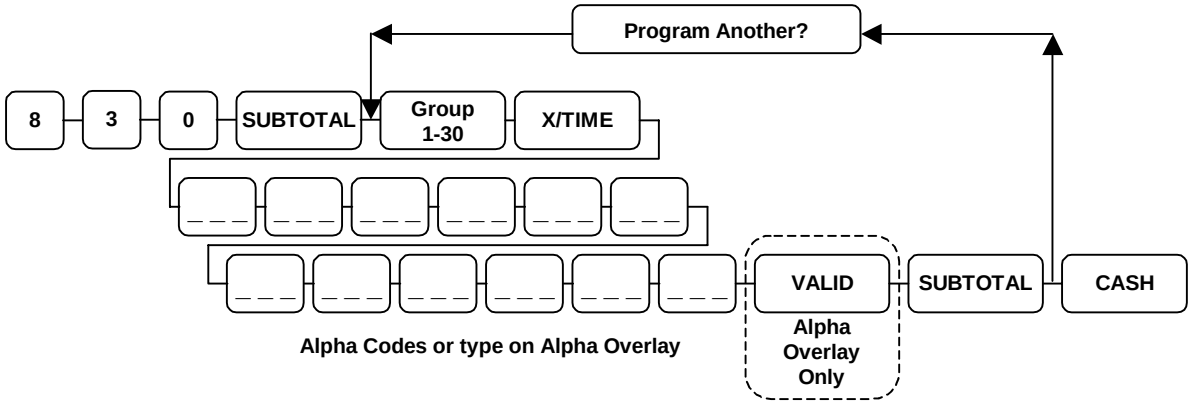
Clerk drawer assignments are also made as part of status programming. Clerks may be signed exclusively to drawers 1 - 3, or barred from cash sales by programming 0 as the drawer number. Drawer 0 will allow only P/Bal sales that end with the Service key.

Default programming for clerk status is "001"



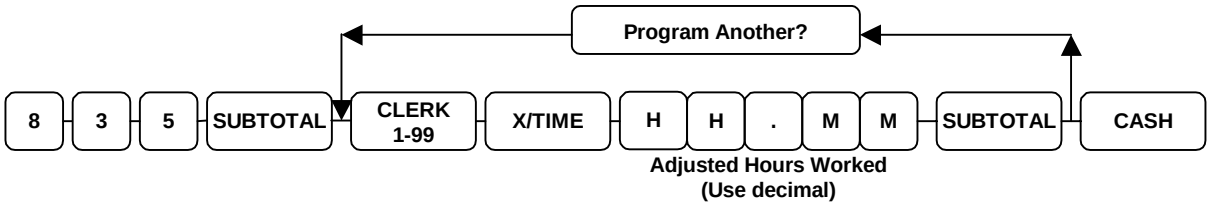
830 SBTL - Labor Group Descriptor Programming

Each Labor Group (1 - 30) may be given a 12 character descriptor which will appear on reports.



835 SBTL - Time Keeping Adjustments

From time to time employees will either forget to clock in or out when using the time keeping feature of the register. In order to reflect accurate "hours worked" for labor cost reporting, an adjusted "hours worked" may be entered in P-Mode. The figure entered in P-Mode does not add to, or subtract from, but replaces the existing figure.

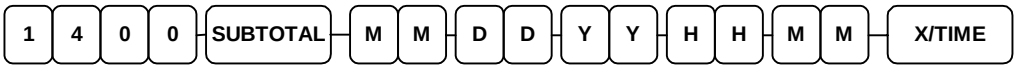


1400 SBTL - Date and Time Programming

Date and time are maintained automatically, with the date advancing each night at midnight. When the register is removed from it's power source, the time and date are maintained by the NiCad battery found on the main board.

You may find, however, that the time needs adjustment (during daylight savings time for example). Both date and time are set in one operation.

Setting the Date and Time:



The Month/Day/Year order is set in P-Mode, Program 50, address 11.

SER-6500II/6540II Reports

Overview

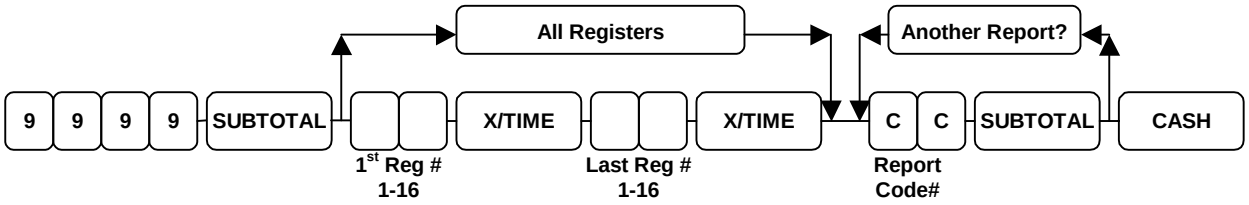
System reports are divided into two basic categories; "X", or read-only, and "Z", or read & reset to zero. Most reports are available in both categories. Some reports, such as "In-Drawer" reports and the From-To Department report are only available in X-Mode.

Some reports also provide identical but separate "Period to Date" reports. These reports maintain a separate set of totals which may be allowed to accumulate over a period of days, weeks, months, or even years. These fall into the "X2" & "Z2" category. They may be read in "X2" as often as needed, and then reset to zero with the "Z2" command. Z2 totals are updated each time a Z1 report is completed. If Z3 totals have been selected as part of memory allocation programming, Z3 totals also maintained. Z3 totals are updated every time Z2 reports are completed.

A complete list of possible reports is presented in the charts on the following pages.

IRC Reporting

You may consolidate reports by first entering IRC mode, and then entering the report number. The key sequence for IRC reports is shown below:



Single Register Reports

Managers may take reports for any single register at that register, with the following exeptions:

Labor Groups and Open Checks

Primary Data for the above reports are kept in only one machine in the system, and reports must be taken at that machine.

String Reports

Two programmable String Reports are also available. A String Report will automatically execute each of the predetermined reports one after the other. By using pre-programmed String Reports, store closing and end-of-shift reports may all be taken by entering a single command.

Report Table

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
Financial	1	X	X	**1 – SBTL**
		Z	Z	
		X2	X	**21 – SBTL**
		Z2	Z	
		X3	X	**31 – SBTL**
		Z3	Z	
Time	2	X	X	**2 – SBTL**
		Z	Z	
		X2	X	**22 – SBTL**
		Z2	Z	
		X3	X	**32 – SBTL**
		Z3	Z	
All PLU	3	X	X	**3 – SBTL**
		Z	Z	
		X2	X	**23 – SBTL**
		Z2	Z	
		X3	X	**33 – SBTL**
		Z3	Z	
From/To PLU	4	X	X	**XX – SBTL Starting PLU#, PLU key Ending PLU#, PLU key**
		Z	Z	
		X2	X	
		Z2	Z	**4 – SBTL = X/Z**
		X3	X	**24 – SBTL = X2/Z2**
		Z3	Z	**34 – SBTL = X3/Z3**
All Clerk	5	X	X	**3 – SBTL**
		Z	Z	
		X2	X	**23 – SBTL**
		Z2	Z	
		X3	X	**33 – SBTL**
		Z3	Z	
Individual Clerk	6	X	X	**6 – SBTL, Clerk#, CLERK key**
		Z	Z	
		X2	X	**26 – SBTL, Clerk#, CLERK key**
		Z2	Z	
		X3	X	**36 – SBTL, Clerk#, CLERK key**
		Z3	Z	

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
Cash-in-Drawer	7	X	X	**7 – SBTL**
		X2	X	**27 – SBTL**
		X3	X	**37 – SBTL**
Check-in-Drawer	8	X	X	**8 – SBTL**
		X2	X	**28 – SBTL**
		X3	X	**38 – SBTL**
Food Stamp-in-Drawer	9	X	X	**9 – SBTL**
		X2	X	**29 – SBTL**
		X3	X	**39 – SBTL**
Financial Group Totals	10	X	X	**10 – SBTL**
		Z	Z	
		X2	X	**210 – SBTL**
		Z2	Z	
		X3	X	**310 – SBTL**
		Z3	Z	
Labor Groups (Not Available in IRC)	11	X	X	**11 – SBTL**
		Z	Z	
		X2	X	**211 – SBTL**
		Z2	Z	
		X3	X	**311 – SBTL**
		Z3	Z	
Daily Sales	12	X	X	**212 - SBTL**
		Z	Z	
		X2	X	**312 - SBTL**
		Z2	Z	
Time Report – All Clerks	13	X	X	**13 – SBTL**
		Z	Z	
		X2	X	**213 – SBTL**
		Z2	Z	
		X3	X	**313 – SBTL**
		Z3	Z	

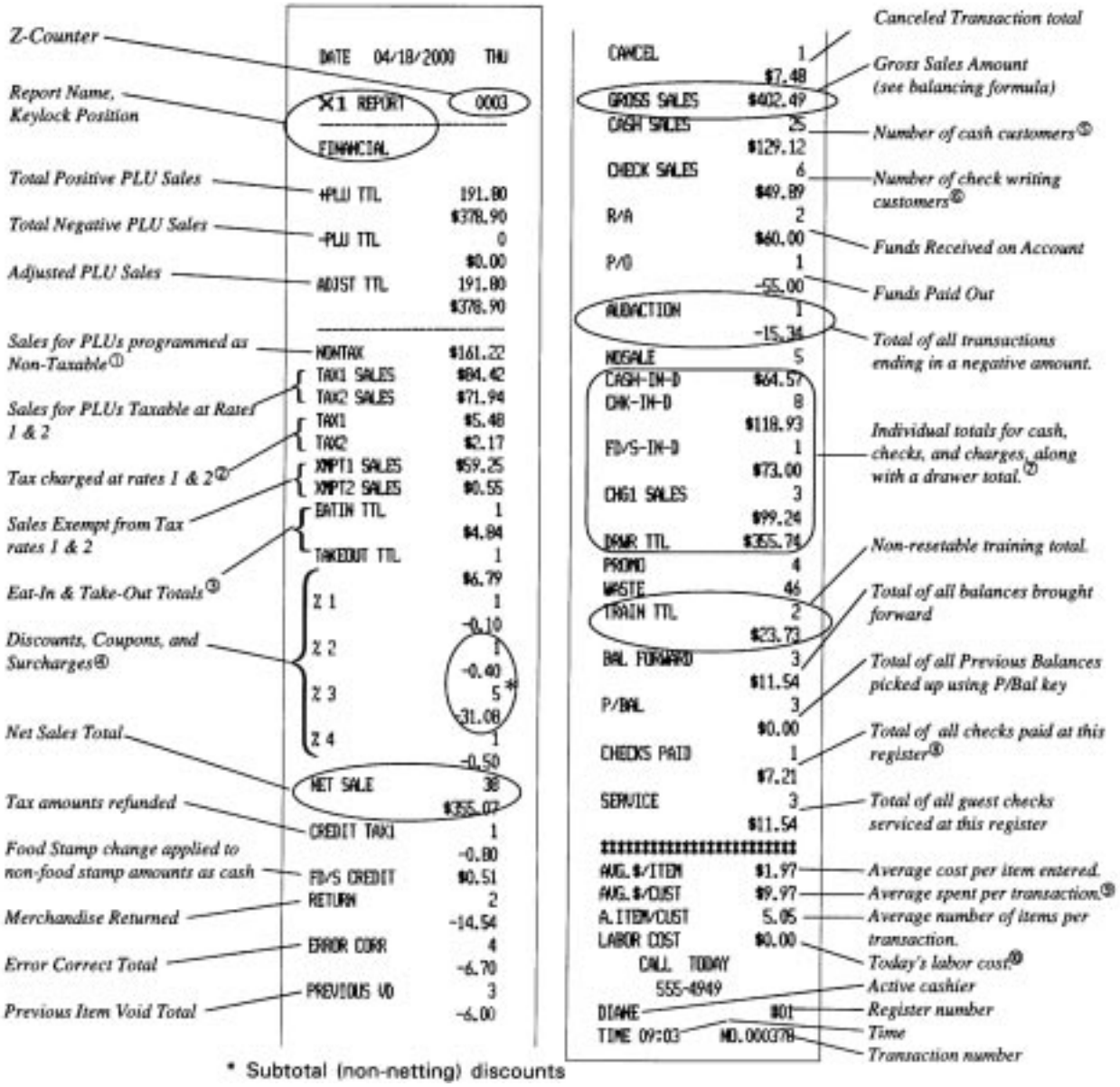
Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
Individual Clerk Time Report	14	X	X	**14 – SBTL, #, CLERK**
		Z	Z	
		X2	X	**214 – SBTL, #, CLERK**
		Z2	Z	
		X3	X	**314 – SBTL, #, CLERK**
		Z3	Z	
Items By Group Report	15	X	X	**15 – SBTL**
		Z	Z	
		X2	X	**215 – SBTL**
		Z2	Z	
		X3	X	**315 – SBTL**
		Z3	Z	
Open Check Report (All)	16	X	X	**16 - SBTL**
		Z	Z	
Open Check Report (By Server)	17	X	X	**17 - SBTL**
		Z	Z	
Clear Pre-Polling Memory	18	X	X	**18 - SBTL**
		Z	Z	
String Report 1	100	X	X	**100 - SBTL**
		Z	Z	
String Report 2	101	X	X	**101 - SBTL**
		Z	Z	

Report Examples

The following examples have been labeled to point out areas of special interest. A short introduction will accompany each example, giving additional information specific to that report. Reports shown may be modified as part of register custom programming.

Financial Report

The report shown is a stand-alone (non-IRC) Financial Report.



Financial Report Notes

① This sales total is for PLUs which have been programmed as "no tax" PLUs. PLUs which have had their programmed taxes shifted are not included in these sales.

② PLU items which are taxable by more than one rate report to totals for each rate they are taxable. A $10.00 item which is taxed at both rates 1 & 2 will add $10.00 to the taxable 1 sales as well as $10.00 to taxable 2 sales.

③ These are reference totals (both counts and amounts) for Eat-in and Take-out orders.

④ Discounts, Coupons, and Surcharges are individually programmable, and may or may not affect gross and net sales. Ask your Store Manager or Samsung dealer to point out which of these keys affect totals for balancing.

⑤ Reference total and count for cash transactions. This amount is not the drawer total. Cash in Drawer amounts are affected by check cashing, cash paid outs, tips, and change issued from check transactions.

⑥ Reference total and count for sales which were paid by check. Again, this is not the check in drawer total, as it does not include received on account payments made by check, and it accounts only for the price of the merchandise purchased and not the amount of the check written.

⑦ These are the tender amounts used to balance to settlements. If cash declaration is enforced, amounts declared will appear here, with over/short amounts.

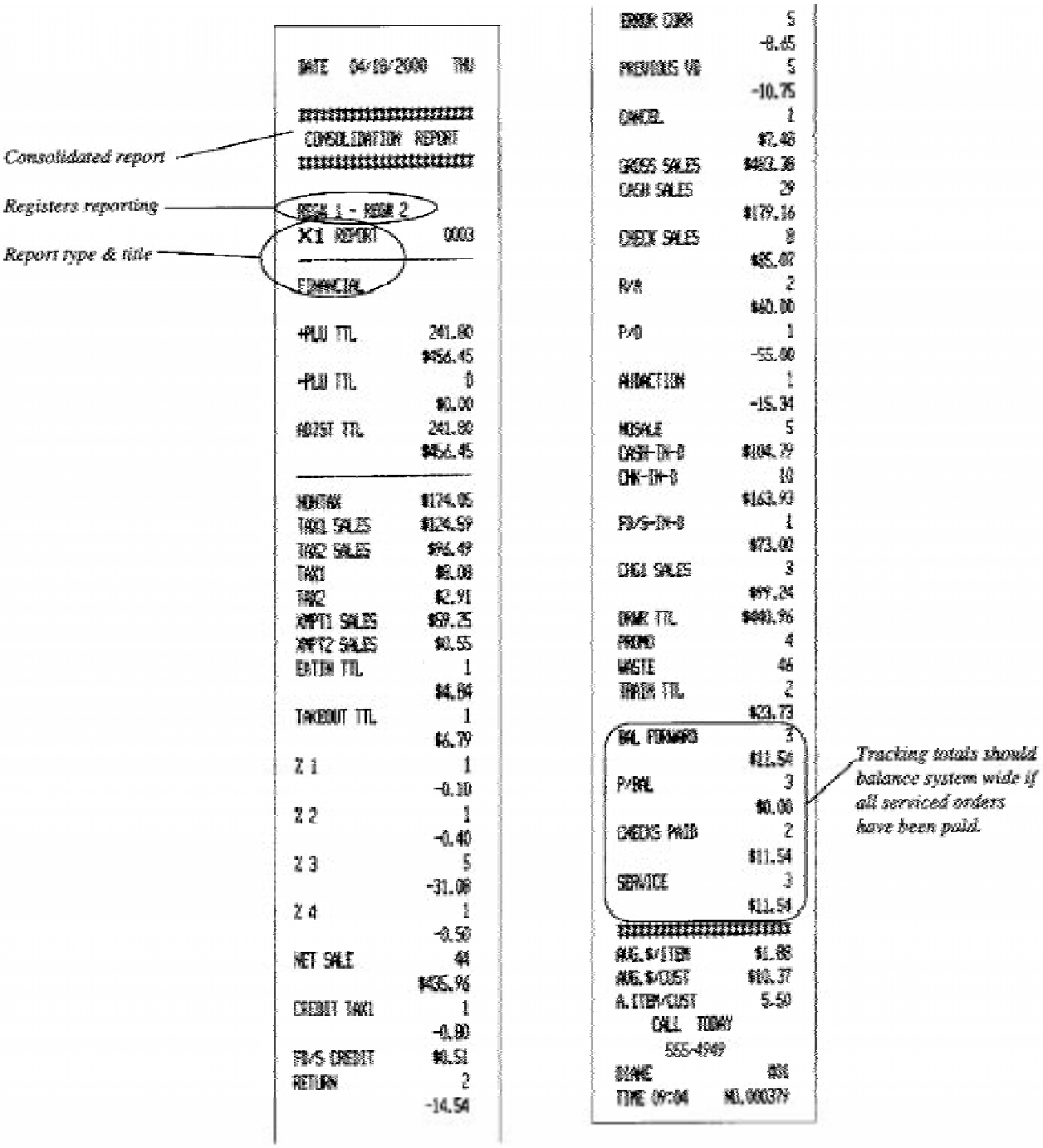
⑧ In a check tracking environment, the Checks Paid and Service amounts should balance (equal). This may not be the case at each register in a system, but should be reflected in the all register IRC report.

⑨ The register treats each sales transaction as another customer. No-sales and reports (among other functions) advance the transaction counter, but do not advance the customer count.

⑩ This as a function of the Time Keeping feature found on the Samsung SER-6500II/6540II. Today's labor cost is based on a store average wage multiplied by the number of hours clocked by each employee for the day.

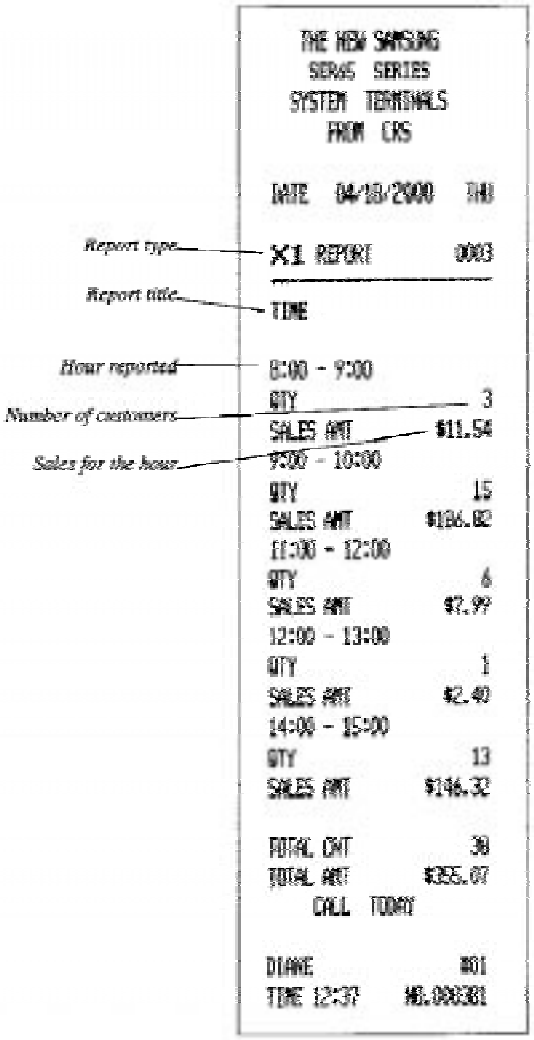
IRC Reports

The Financial report shown is data consolidated from both register 1 & 2. IRC Reports are identical in content to individual (stand-alone) register reports. Z-Mode IRC reports will consolidate data and **reset** totals to zero on each register included in the report.



Sales Time Report

The Sales Time report breaks the days business into 24 one hour sections, each listing the number of customers (sales transactions) and the total sales for that time period.

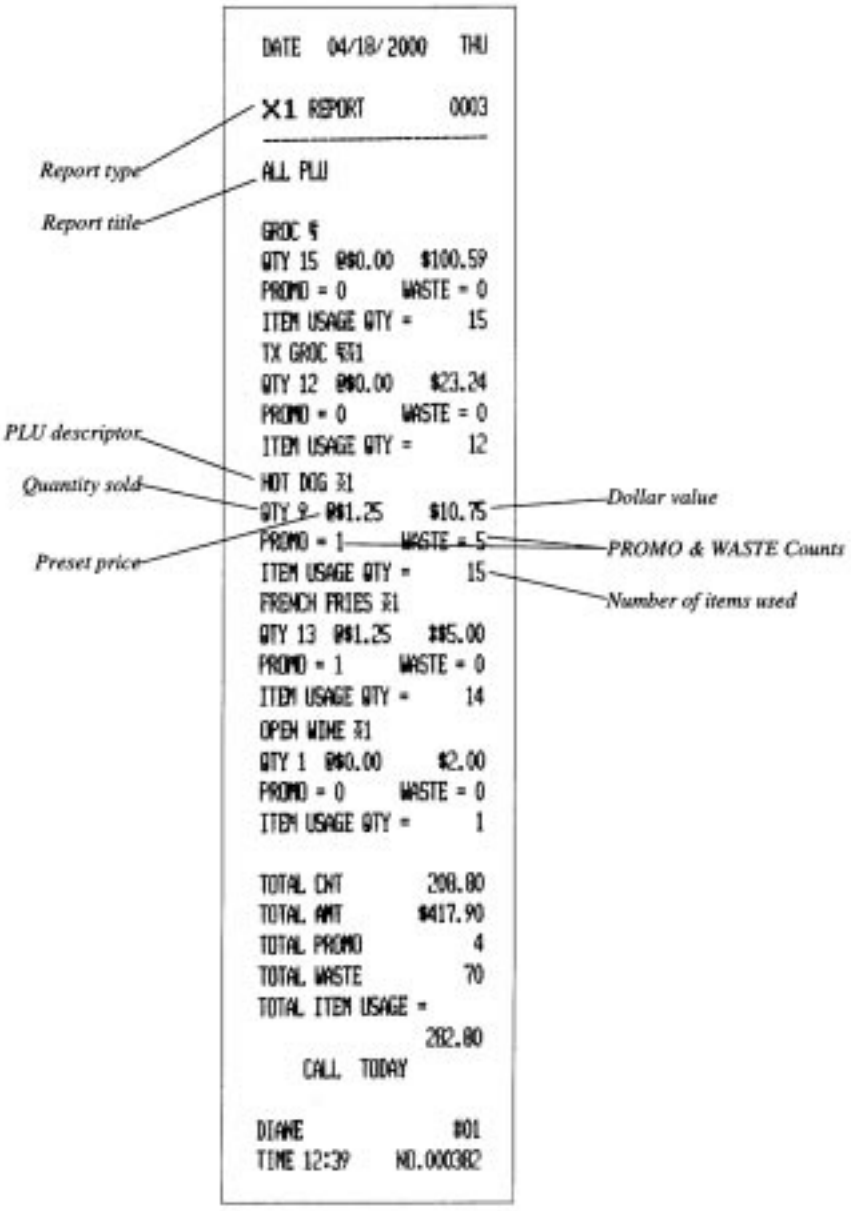


PLU Reports

PLU reports (All PLUs / From -To PLU / Items By Group) all list the PLU descriptor, quantity sold, preset price (if applicable) and total sales dollar amount. Print programming options allow the addition of PLU #, along with PROMO, WASTE, and ITEM USAGE counts.

One set of PLU totals are maintained in the register for each of the active Z counters (Z1, Z2, & Z3). These totals may be reset by any of the following reports: 3/23/33 - All PLUs, 4/24/34 - From-To PLUs, 15/215/315 - Items by Group. PLU reporting may also be a part of the Financial report (though programming), or a string report sequence.

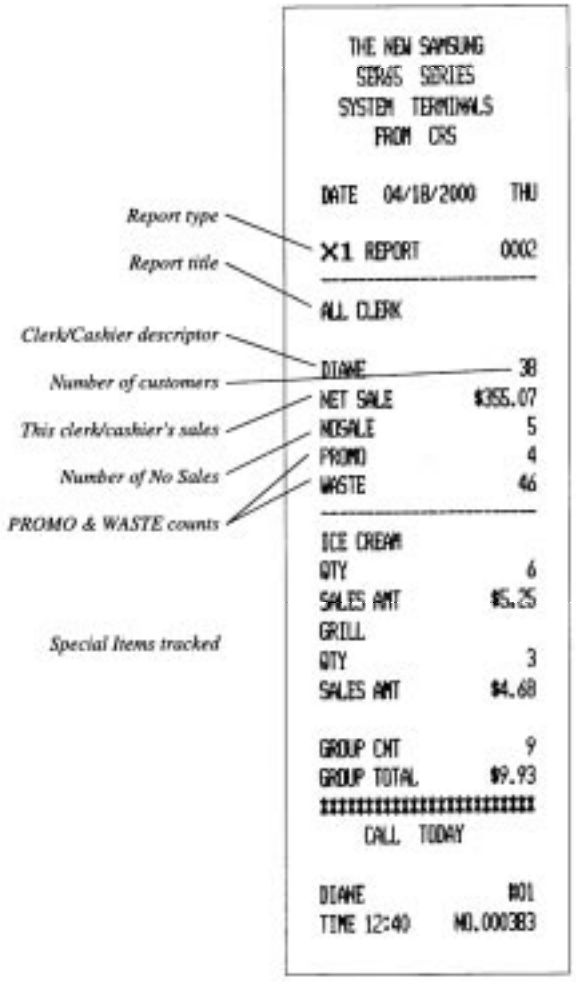
All PLUs Report



All Clerks/Cashiers Report
Individual Clerk/Cashier Report

Clerk reports list the number of customers (sales transactions), net sales, and counts for No Sales, PROMO, and WASTE operations. If the register has been programmed to track "items by cashier", they are listed after the above information. The clerk report can be generated with or without media information.

Clerk report without media information

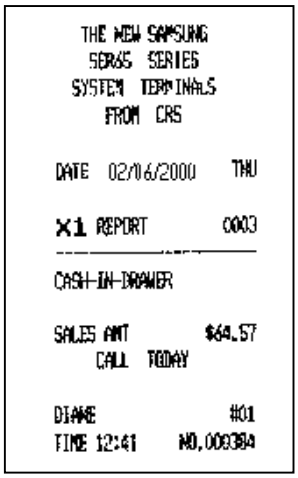


Clerk report with media information

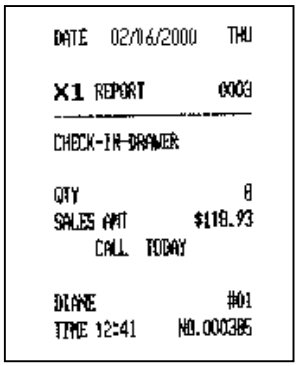
Drawer Reports

Individual reports are available for Cash, Check, and Food Stamp drawer amounts. Samples are shown for each.

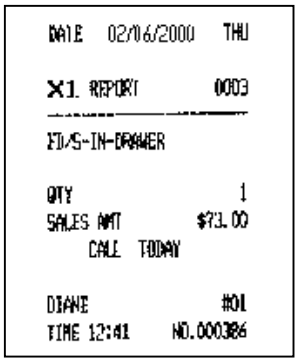
Cash-In-Drawer Report



Check-In-Drawer Report

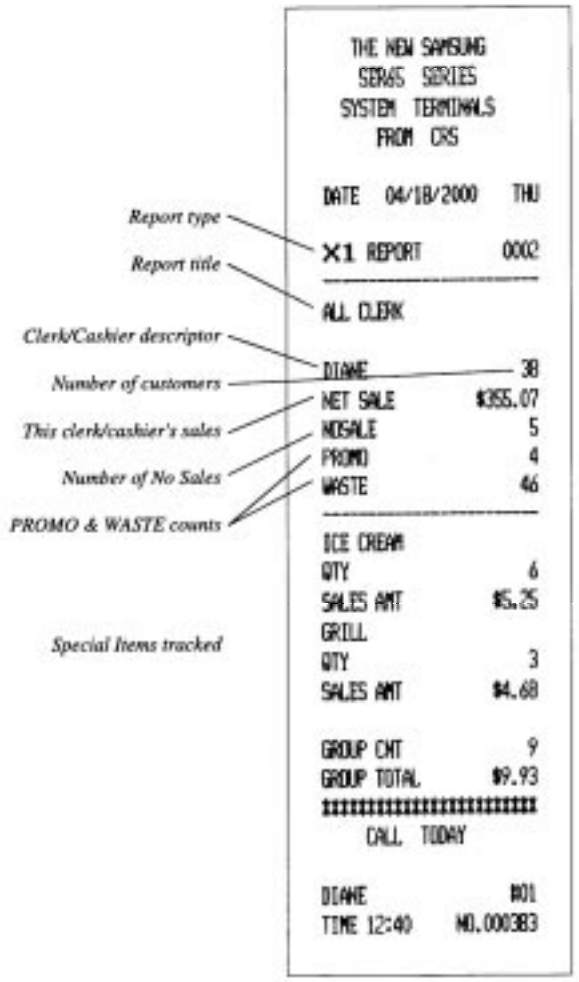


Food Stamp-In-Drawer Report



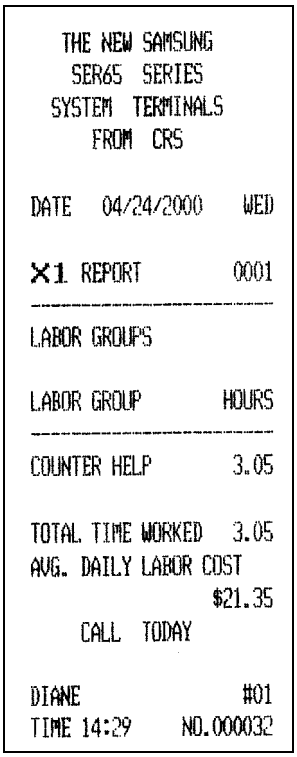
Financial Group Report

Your register has the ability to sort items sold into as many as 99 groups. Each of these groups has its own descriptor, which appears on this report. Counts and dollar amounts are given for each group.



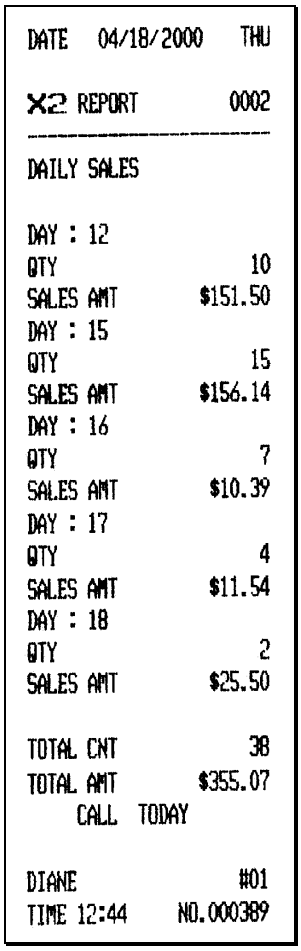
Labor Groups Report

This report is available as a stand-alone report only, and will issue an error if attempted in IRC mode.



Daily Sales Report

The Daily Sales report resembles the time report in that it lists totals and counts for each day of the month since the last Z report.



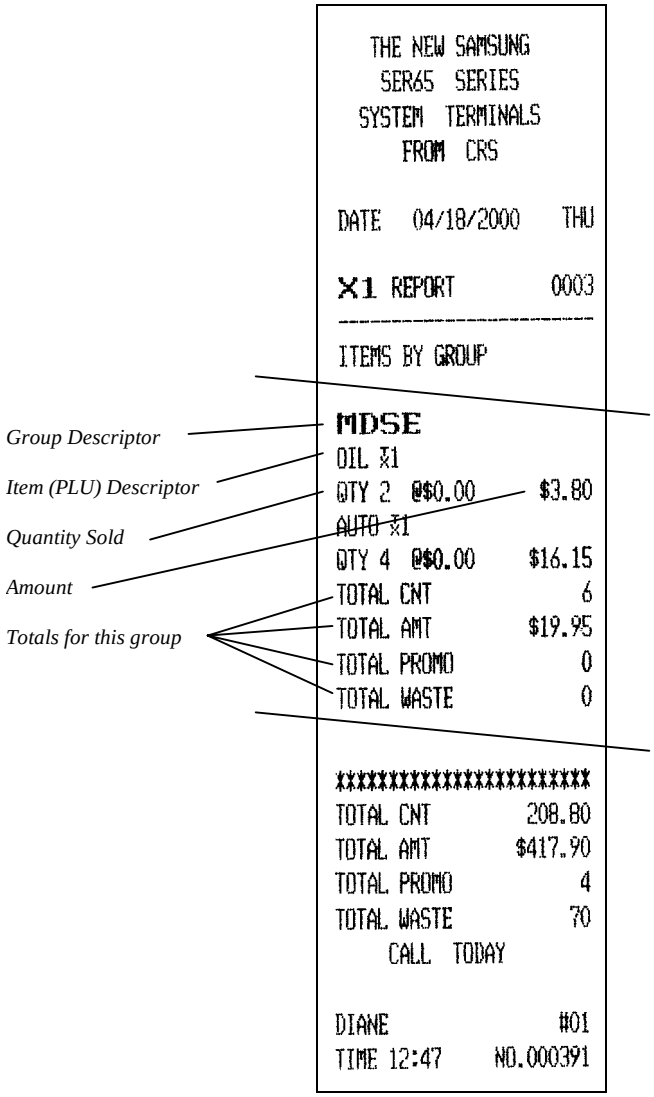
```
DATE   04/18/2000    THU

X2 REPORT            0002
-----------------------
DAILY SALES

DAY : 12
QTY                    10
SALES AMT          $151.50
DAY : 15
QTY                    15
SALES AMT          $156.14
DAY : 16
QTY                     7
SALES AMT           $10.39
DAY : 17
QTY                     4
SALES AMT           $11.54
DAY : 18
QTY                     2
SALES AMT           $25.50

TOTAL CNT              38
TOTAL AMT          $355.07
     CALL  TODAY

DIANE                 #01
TIME 12:44      NO.000389
```

Time Keeping Reports

Time keeping reports list Employees who have been active since the last Z report, times clocked in and out, and total hours worked.

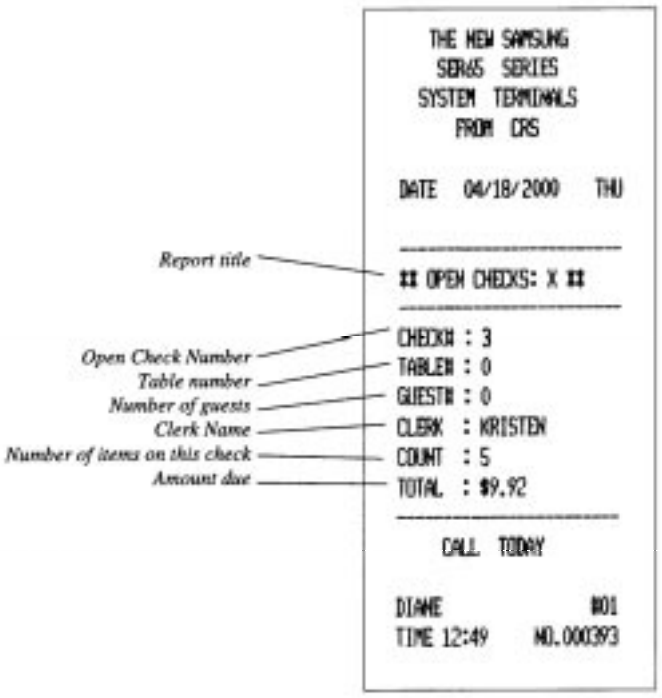
Items by Group Report

This feature must first be activated in S-Mode and may not be available on your machine. The Items By Group report lists the group name followed by sales information for each item reporting to that group. This sales data is shared with all other PLU reports. If PLU totals were reset using an earlier report, they will not appear in this report.



Open Check Reports

Systems using tracking totals (Check Tracking or Drive-Thru) keep a list of open (unpaid) tracking totals in memory. This information may be seen by taking an Open Check report (for either one or all servers) at any register.



Clear Pre-polling memory

This report only becomes necessary when reports are unsuccessfully polled by a PC. If the "BUSY" error displays, enter 18 – SBTL in the Z key lock position to clear the error.

String Reports

String reports execute two or more of the reports listed in the previous pages with a single command. The key position (X- or Z-Mode) has been pre-programmed for each section of the report.

Once the string report has been initiated, each report within the string runs just as it would if the operator was to enter each of the report codes separately.

Balancing Formulas

+/-	Net Sales	$ Example
=	PLU Sales Total	$
+	Tax 1	$
+	Tax 2	$
+	Tax 3	$
+	Tax 4	$
+	Sale Coupon Amouts	$
+	Sale Percent Discounts	$
+	Sale Surcharge Amounts	$
=	Net Sales	$

+/-	Gross Sales	$ Example
=	Net Sales	$
+	Negative PLU Total	$
+	Item Coupon Total	$
+	Item Percent Discount	$
+	Sale Coupon Amounts	$
+	Sale Percent Discounts	$
+	Credit Tax 1	$
+	Credit Tax 2	$
+	Credit Tax 3	$
+	Credit Tax 4	$
+	Merchandise Return	$
+	Void Positon Total	$
=	Gross Sales	$